NOVEMBER 1992 No. 129

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SU

SINCLAIR USER

INCORPORATING CRASH ZX SPECTRUM



MEGA GREAT 8

Better than ever with FIVE original full games

TUT TUT NO TAPE!

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SUPER STARS

TEAM UP WITH CODIES' TOP STARS - IN ONE BOX

+ Adventure Writing Part 2

SAM ARCADE WRITER REVIEWED!

CRYSTAL KINGDOM DIZZY FIRST LOOK!

GREAT 8 Games - Boid
Gunpowder Treason & Plot
Super Fruit Machine
Church of Death

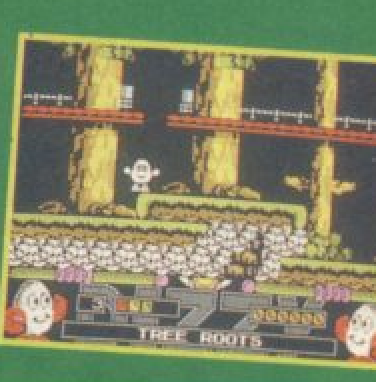
PLUS
Manic Mower
3D Utility - New Angles
Multiface Utility - Multistore
+ Pokemania

GOT A HAND-HELD?..THEN GO! AND GET THIS!





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GREAT 8 4

Blinking Nora! Five (count 'em) games on one cassette is too much to ask for. And that's exactly what you've got on this month's Great 8. Every possible taste has been catered for. Graphic adventure fans can get lost in Olde Londone playing the part of Guy Fawkes in **Gunpowder, Treason And Plot** . Arcade and pub gambling fanatics will get a genuine thrill on **Super Fruit Machine** , without doubt the best fruit machine simulator available on Speccy. Arcade fans will have fun with **Boid** and **Manic Mower** , while text adventure fans will enjoy **Church Of Death** a skull cracking tense game. Also on the tape are a screen manipulator program **New Angles** ideal for use with Icon Graphics Fonts or any other WP, DTP program, a Multiface utility, for saving basic **Multistore** and of course SU's very own POKE fest **Pokemania** .

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Garth Sumpter, truly one of the grandfathers of the Spectrum is back with his very own brand of Tips and POKEs. Included this month are in depth revelations on Ghouls and Ghosts and the recently re-released Klax.

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The second and final pull out tutorial for Icon Graphics. Shows you how to use the cutting options and draw graphs using your fave art program.

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If you have a faulty tape **DO NOT** return it direct to SU Towers 'cos we **CAN'T** do any thing with it. Return your tape to **Spool Duplication, Unit 30, 1st Avenue, Deeside Industrial Estate, Clywd, CH5 2NV** Uncle Harold's our man there and he'll deal with it.

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BACK ISSUES

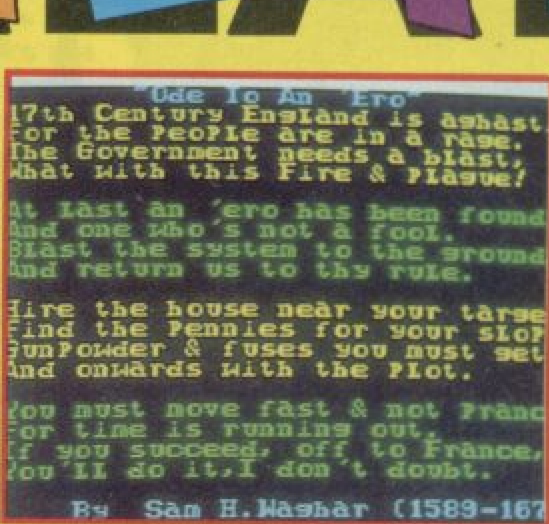
IF YOU'VE MISSED OUT ON ICON GRAPHICS OR ANY OTHER MEGA GREAT 8 PROGRAMS, OR YOUR COLLECTION IS MISSING ONE OR TWO SU'S DON'T WORRY, YOU CAN GET BACK ISSUES BY PHONING THE FOLLOWING NUMBER: (0858) 410 510 AND ASKING FOR SINCLAIR USER BACK ISSUES. FOR SUBSCRIPTIONS CALL (0733) 898 100.

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Thanks to those chaps at Electro Coin for the Coin Ops stuff.

THE GREAT GUNPOWDER TREASON & PLOT



Load In 48K Mode

There's lots to do in this game, where you take the place of Guy Fawkes, the daft bloke who tried to blow up James I and his Parliament in London on November 5th way back in 1605 (the date which was later to become known as Bonfire night). Fawkes and a few others were later executed (which is why we burn a Guy on the bonfire) after being caught under the Palace of Westminster just before lighting the fuse to set the gunpowder off and blow them away. But that's more than enough history, what about this game?



Well, the object of Gunpowder, Treason And Plot is to take the part of Guy himself and actually succeed in his original task. To do this you must collect several items necessary to complete your mission which include a fuse, three barrels of gunpowder and a candle (to light the fuse). However nothing's cheap these days and before you buy anything you'll need to collect coins all of these items. Coins can be found all over the game's setting, which is, needless to say, London town.

To purchase these offending items you must find and enter different shops eg. 'The Blacksmiths' and the 'Store'. But you can only carry one barrel of gunpowder at any one time, so remember to find the Estate Agents and rent the house on the first screen by standing on



the keys and pressing fire. If you have enough money you will pick up the keys, allowing you to enter the house at will and store the gunpowder there. Put all barrels of gunpowder (and fusewire etc.) into the cellar on the right in your accommodation and things will



be set up.

After blowing up parliament you have to make your escape to France by going to the extreme left of the harbour where a ship will be waiting to take you to safety. During the game you can purchase things like vaccine (to make you immune to the black death clouds), and by entering inns, pubs or cafes you can purchase food to replenish lost energy. You can also pawn some items if you don't have enough money to buy gunpowder etc. Just go to the shop with the three balls outside.

All this must be done by 12 o'clock. (You start off at 4 o'clock.) Remember to steer well clear of anything that moves. Including horsemen, footsoldiers, merchants, bats, out of control rolling wheels and, believe it or not, 'black clouds'. Apparently Guy is susceptible to bouts of fatal depression! Baddies can only be avoided by running away or jumping over them. There is a life gauge on the screen so as soon as it starts getting low head for a pub or shop and get some food or drink. (Hint: Try making a location map - you'll find it's easier than wandering aimlessly.)

CONTROLS:

Keyboard Controls:

O: Walk left

P: Walk right

Q: Jump/exit screen upwards or enter building

A: Exit screen downwards (shown by arrows) or leave building

M: Collect money, buy something, use something or drop something





POKEMANIA

Load In 48K Mode

Phew, Graham 'Turbo' Mason has been working hard this month. He's got load in POKEs for American Tag Team Wrestling, Dizzy V, Yolkfolk, Bigfoot and Tiger Road. Plus tons of multiface POKEs to use with your Romantic Robot Multiface (see page 18). Well done that man. Now load up and start WINNING those games!



8

Welcome to the November Great 8. This month we've really packed the tape with games to keep you and your Spectrum happy. There's a seasonal Guy Fawkes game, an arcade/pub perfect fruit machine simulator, a large arcade bash, a simple, loony lawnmower game and a full, single part text adventure that's ideal for beginners. But we haven't left the technical bods, artists or hackers among you without anything either. There's also a screen manipulation program, a Multiface utility and of course Pokemania - complete with load in POKEs and a some of the multiface POKEs which we just couldn't fit into Hacking squad. Play, use, enjoy. This is why it's the GREAT 8.

CHURCH OF DEATH





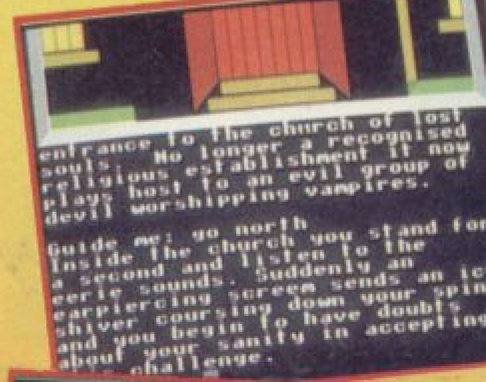
Load In 48K Mode

Church Of Death is a single part text adventure, unlike the big three parters we've had recently from adventure wiz Larry Horsfield (Magnetic Moon and Starship Quest). It's ideal for beginners and very atmospheric - a good introduction. The basic 'plot' is that a church which has been out of use for some time has been possessed by demons and must be dispossessed (or exorcised, I think) before it wakes up the neighbours.

You start off outside the church and your task is to enter and recover all the parts of the broken cross then return to the 'devils alter' and rid the church of its evil occupants. There are a lot of surprises on the way so don't leave anything behind, any stone unturned or take anything at face value.

CONTROLS:

As with all text adventures commands such as Go, Look, Inventory. Keep trying different entries - some will work, some won't. But we're not telling which!





SUPER FRUIT MACHINE

Load In 48K Mode

Go through all the pains of gambling... and losing. Miss out on a hold the precise moment you need it... and end up smashing up your Speccy (no way mahn!). Then hit the button at the wrong time and win 10p instead of £10. All this and more in this stupendously accurate fruit machine simulator.

Simple to play, but very entertaining (not to mention addictive), this game should keep you going for quite a while (that is unless you smash your Speccy to bits 'cos it didn't give you enough nudges to make a winning line).

Super Fruit Machine also contains a few sub games, which you get to play if you match up, in a line, the right symbols in the box on the top right of the screen. All in all it really does add up to a pretty darn spiffing game and there's not much more I can say that a good look at it won't pale into insignificance, so stop reading this page, get Super Fruit Machine loaded up and hit that gamble button (but not too hard).



CONTROLS::

1/Q Hold/Nudge left symbol symbol
2/W Hold/Nudge middle
3/E Hold/Nudge right symbol.
ENTER: Gamble.
SPACE: Collect.



THE GREAT 8

NEW ANGLES

48K/128K See Below For Loading Instructions

New angles allows you to alter saved screens from a number of graphics, animation or text editor packages. It was designed originally to run with PCG's DTP pack but it will run with almost any package - including Icon Graphix.

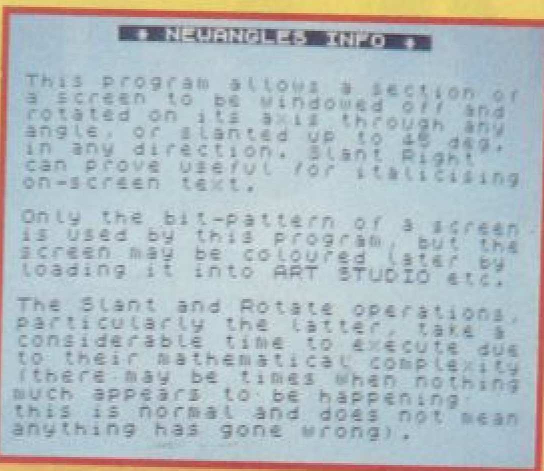
New Angles allows text or objects to be rotated, slanted, repositioned or isolated and windowed. It will also scroll the objects on screen. The system is very easy to operate. First save your screen Eg. use the save option on Icon Graphix to save some wacky text or drawn headings. Then reset the computer and load New Angles. If you are using a +2a or a +3 and are manipulating an Icon Graphix screen load New Angles in 'false' Spectrum mode as you would Icon Graphix.

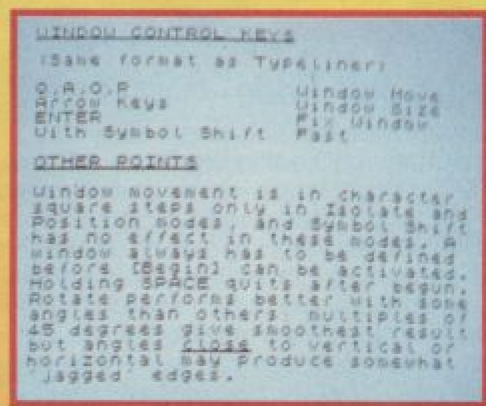
To load a screen into new angles select the 'DRIVE' option then select 'TAPE' and 'LOAD' then simply start your tape at the beginning of the saved screen and wait for it to load.

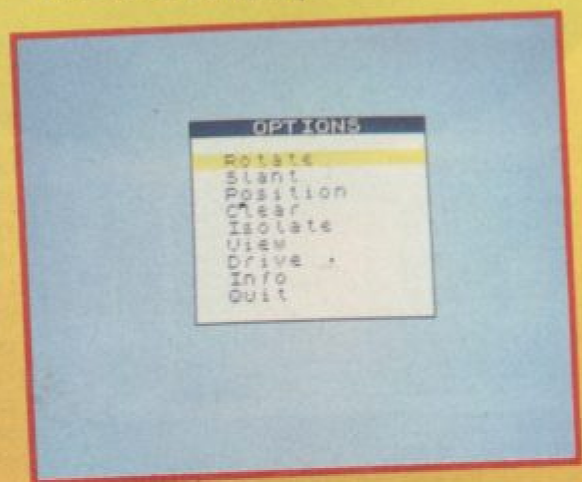
To use new angles simply select what you want to do to the screen (rotate, slant etc.) then draw a window around the section of the screen to be manipulated, using the 'WINDOW' option and select the amount of 'DEGREES' you want to alter it by. It's really easy to use but does take a long time to do anything so don't expect immediate results... It's best to start, then go away for a few minutes 'cos it's a bit like watching a clock. If you do it never seems to move. The results are super though, especially with text pages.

CONTROLS:

See Menus On Utility







MULTISTORE

Load In 48K/128K Mode

This utility allows you store BASIC programs or screens in your Multiface's RAM. It can be easily customised to work with all versions of the Multiface (except for those without a programmable 'jump' facility), as well as the Multiprint.

The storage routine can also be extracted for use inside one's own programs. Such a program could then automatically save itself to Multiface memory when loaded, which could be useful for a frequently used routine. The storage routine can also be stored with the program - handy for making backups.

Without any knowledge of machine code being necessary you can now make use of the 8k RAM in your MULTIFACE or MULTIPRINT with this utility. You can store basic programs or screens in it, which can then be called up instantly just by pressing the RED button.

In the case of stored basic if the machine is running in 48k mode you should press EDIT and ENTER after pressing the button. Machine-code can be stored too if it is put on REM lines. Programs up to 7.5k can be stored. To check if a program will fit into MULTIFACE or MULTIPRINT, type.

PRINT PEEK 23653 + 256 * PEEK 23654 - 23550

The result should be GREATER than 7707 (6416 for MULTIFACE 3)

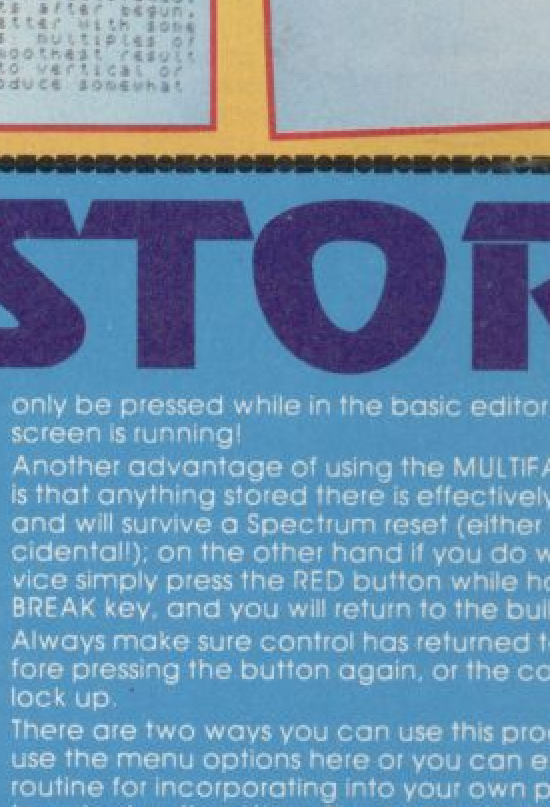
A stored screen can be displayed by pressing the RED button at any time, even during a running program. The program will be "frozen" until a key is pressed, and then continue from the point before it was interrupted. Useful for "help" screens, etc., or screen-resident utilities, which you would otherwise have to re-load each time the screen was cleared.

With a stored basic program, however, the button should only be pressed while in the basic editor, NOT while the screen is running!

Another advantage of using the MULTIFACE/MULTIPRINT RAM is that anything stored there is effectively "crash-proofed", and will survive a Spectrum reset (either deliberate or accidental!); on the other hand if you do want to reset the device simply press the RED button while holding down the BREAK key, and you will return to the built-in menu.

Always make sure control has returned to the Spectrum before pressing the button again, or the computer will probably lock up.

There are two ways you can use this program. You can either use the menu options here or you can extract the storage routine for incorporating into your own programs. For the latter select option (6) on the menu which will delete all of this program except for line 9998, which has the machine-code





MANIC MOWER



Load In 48K Mode

I bet you've never even bothered to cut your lawn, have you? You've never said "it's alright Mum/Dad, put your feet up, I'll cut the grass". Well actually, I can't blame you. You should stay all nice and cosy indoors playing your Speccys! But for the few among you who have always longed to cut the grass (you sad people) but have never had the opportunity, time or will then here's your chance.

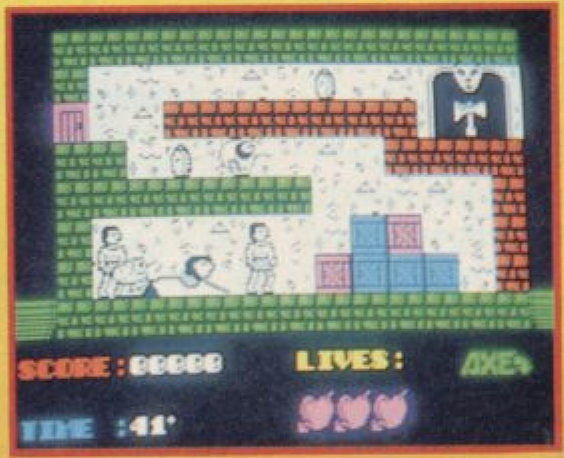
Manic Mower is a simple but challenging game (by challenging I mean frustrating) which requires you to keep an eye on a few things while trying to get the grass cut without breaking gnomes or slicing up the cat which is lazing around on the lawn. Breaking gnomes or crashing into walls will increase the damage to the mower, and killing the cat or running off the grass makes your mower self-destruct. Not only do you have to keep an eye on your damage level and the obstacles littered around the garden, but you also have to keep an eye on the fuel bar, and believe me, it's not all that easy when you're concentrating on cutting the grass in all the difficult areas.

There are a limited amount of fuel cans littered throughout the gardens but time picking them up properly or you'll end up out of fuel or in the wrong part of the garden to get one. Oh yeah, you also have to keep an eye on the time limit. (Hint: Re-define the keys to suit yourself and USE THE PAUSE BUTTON)

CONTROLS:

Keyboard controls are redefinable for up, down, left, right and pause.

BOID



Load In 48K Mode

This little creature has gone and done something really stupid. He's got lost in the 5th dimension, well you would wouldn't you if you were whizzing around in space like a dizzy Nigel Mansell in an X-Wing fighter. Boid is now trapped at the bottom of the 5th dimension time-tower, while his spaceship is parked at the top.

You've got guide Boid back to the top of the tower, so he can fly off home to Ping Pong Ball planet which is where he's obviously from. But it isn't as easy as it sounds. There are other squidgy looking ping-pong balls with legs and black eyes (obviously jealous bad guys) out to stop him from reaching the top of the tower, and they do a pretty good job too. (Yes, it is another challenging game!).

There is a time limit on each screen, so keep an eye on it. The object of each screen is to first collect the axe, then locate and pass through the exit door. Go for it. (Hint: There is a hidden sub game attached to Boid - see if you can find it.)

CONTROLS:

A to G: Walk left
H to ENTER: Walk right
CAPS to SPACE: Jump

embedded in it in a REM statement.

This line should then be merged into the basic program you wish to add the MULTIFACE facility to. Activate it by adding these lines to your program:-

CLEAR 39999: GO SUB 9998:
RANDOMIZE USR 40198

This transfers the machine-code to high memory and deletes line 9998 from the program as it is then no longer required. To store the program in the device use:

RANDOMIZE USR 40040

If on the other hand you want to store a screen use:

RANDOMIZE USR 40000

However, the most you can have in any device at a time is either one screen or one basic program. If there is already something stored you must first press the RED button while holding down the BREAK key to clear it's memory before you can store anything else.

Another use for the MULTISTORE REM line is as a tool for quickly and conveniently backing up a short program you are working on. If you use it this way you should proceed as explained, but omitting the "RANDOMIZE USR 40198", so that the REM line now be stored with your program for subsequent use.

The MULTIFACE 3 and the disciple version of MULTIFACE 128 use different port addresses from the standard version, which this program is set up for. To convert it for these just change the values given to the variables "MF IN" and "MF OUT" in line 20 as follows:

IN OUT MULTIFACE 3 63 191 DISC. MF128 191 63

	IN	OUT
MULTIFACE 3	**63**	**191**
DISC. MF128	**191**	**63**

Run 999 to re-save the program afterwards.

When you extract the MULTISTORE REM line for use inside your own programs, if your hardware is anything other than the standard MULTIFACE 1/128 you must add the following pokes between the GO SUB and the first RANDOMIZE USR statement:

MULTIPRINT: POKE 40002,187: POKE 40037,191:
POKE 40042,187: POKE 40084,191
MULTIFACE 3: POKE 40002,63: POKE 40037,191: POKE 40042,63:
POKE 40084,191
DISC. MF: POKE 40002,191: POKE 40037,63: POKE 40042,191
POKE 40084,63

Finally, regarding basic programs stored in the device it is essential that RAMTOP should be set high enough to accommodate the program before pressing the button, otherwise the Spectrum will crash due to the stack being overwritten.

Bearing this condition in mind, machine-code can be placed above RAMTOP and will not be affected when it is pressed.

SPECIAL NOTE FOR MULTIFACE 3

The MULTIFACE 3 differs from all the others in that the amount of it's RAM at the user's disposal is more limited. This is because it requires a greater of it's internal memory for it's own "housekeeping".

For this reason the maximum size of a basic program which can be stored in it is restricted to about 6.5k. Also, there is no room in it to store a complete screen with attributes (colours etc.), therefore screens will be stored in black and white only.

This should not pose any problem for screen-resident utilities however, since these rarely, if ever in fact, contain any vital code in the attributes file.

Note - Answering "Y" to the initial prompt results in permanent, irreversible changes to the code in the REM line itself. The purpose of these changes is to restrict available storage space in the device to suit MULTIFACE 3 requirements.

(NON-MULTIFACE 3 users should therefore be careful to bear this in mind before extracting or re-saving anything, or you will limit your device's storage capacity unnecessarily.)

These instructions are also available on the help menu in the program itself.

upfront

SPORT-TACULAR CHRISTMAS

It looks as though a lot of software houses are going sports crazy this Christmas and we're going to bear the brunt of it with some spanking good games (we hope!).

As well as the eagerly awaited Nigel Mansell Formula 1 racing game from Gremlin, two other companies have pitched in with sporting product. Zeppelin have their minds on court, field and ball following their recent successes with Match of the Day and Tag Team Wrestling and have even more games up their sleeve including International Tennis, previewed this month. These include World Rugby, a rugger management sim, and International Basketball an arcade basketball sim.

Meanwhile Code Masters are launching another compilation, alongside their Seymour and Super All Stars compilation. It is due to contain five games including Cue Boy - previewed last month. The other games include Slicks, a Grand Prix simulator, Super Star Wrestling (I think that's obvious), International Speedway and 1st Division Manager, a Codies favourite (Oh, not, more management simulations!).

MEAN MAG BURSTS AT SEAMS

That wacky old console mag Mean Machines has burst at the seams and split into two mags. Now known as Nintendo Magazine System and Mean Machines Sega the two mags are even fuller and fatter than ever (just like their editor Jaz Rignall). NMS is the world's first officially endorsed Nintendo mag and it is without a shadow of doubt the world's best as well. On the first issue (a genuine collectors item) there's also a super free gift - a Time Boy, Nintendo's official watch keyring that looks exactly like their gameboy - worth £5.00 in the shops. NMS Covers NES, Gameboy and SNES.

Gary Harrod, NMS Art editor (and SU guest Coin Ops supremo) claims that he's making the mag into the best looking publication the world has ever seen. So says Gary. But a real fight has broken out at EMAP Towers as ex-SU designer Osmond Browne attempts to make Gary eat his words with the all new Mean Machines Sega. "Nah mahn, MMS is going to be the best mag in the world, ack, ack, ack", claimed Osmond from his throne.



Mean machines Sega covers Master System, Game Gear and Megadrive and it too has a pretty splendiferous item on the cover - A VIDEO. the video features all action previews of Sonic 2, Batman Returns, Mickey and Donald, Gamegear Lemmings and Alien 3. And lots more too.

Ok. There's no Spectrum coverage in either of them but, hey, what the hell - nobody's perfect!

WINNERS



I must admit this one had most people stumped. Maybe two captions were too much for you but a lot of the answers were really sad. If anyone says "it's a bird, a plane..." to me evre again I'm going to hit them. Oh well. Anyway a few did actually make us laugh, or giggle at least. First Prize of heaps of Dizzy gear goes to:

GOSH DARLING! WHAT'S THAT?

BLASTED NEW-FANGLED CONTRAPTION. THE DYNAMO'S LEAPT OUT AGAIN!

Tony Adams, Bournemouth. Well done that man.

ISN'T THAT RONNIE REAGAN?

TALK ABOUT A POLITICAL COMEBACK!

Politico comment from Scandanavia. Mark Finn-Kelcey, Denmark. Mug's on it's way.

HE'S GOT A SPRING IN HIS STEP

YEAH, HE STOLE IT FROM MY RADIO

Hmm! This one's a bit technical eh? John Major (Honest), Swindon, Wilts.

HAVE YOU GOT ALL THE BUGS OUT OF YOUR NEW SYSTEM

WELL THATS THE LAST BUGGER ANYWAY

Oo-er, hope Mary Whitehouse doesn't read SU. Nikki Skowen, Edmonton, London.

GOSH, ALL I DID WAS TOUCH THIS SPOT

SIGH! YES DEAR, I KNOW EXACTLY WHAT YOU MEAN

Don't they make a lovely couple. JP Norris, Cheadle Hulme, Cheshire.



SU CREW



The guys have definitely flipped it this month. A combination of hard partying, too much sun and offices in SU Towers which are hotter and stuffier than a sauna with its temperature gauge broken has conspired to make the entire SU Crew think they're characters from Codie's new Super All Stars Compilation. Sad, I know, but that's what happens when a coupla groovy guys and gals go overboard through sheer hard work.

* * * * * * * * * * * *

Alan Dykes
Alan thinks he's Dizzy despite the fact that he hates eggs with a vengeance. "OK I know he's an egg, but he's a cheerful, bouncy sort of chap and a real hero". Commented the big, boisterous Irishman. "And", he added, "the world is short of heroes these days so I'm offering myself up as one, any girlies in-



terested in a spot of hero worshipping, just give me a call". Sad. Very sad.

* * * * * * * * * * * *

Garth Sumpter
Garth actually thinks that he's still Garth, but the rest of the crew have noticed some Captain Dynamo traits sneaking into his persona in recent weeks. Like for instance the red cape, the Long Johns and the bouncy boots. Not to mention him nattering on about jewels and the moon. Even sadder.

* * * * * * * * * * * *

Steve Keen
Steve has definitely been crawling around recently. Just one of the traits which indicates that he is in fact fast becoming Steg. He's also been talking about "feeding his young" and buying enormous amounts of bubble gum "for trapping maggots". A city University scientist claimed that Steve was the first long haired slug he'd ever seen.



* * * * * * * * * * * *

Yvette Nichols
Yvette has been sorting out SU's pages faster than a rocket powered cheetah these days. This could have something to do with the fact that she has taken on the personality of Turbo The Tortoise, and with it his incredible speed. Mike Frey our delighted (and revered) publisher is now paying her in lettuce leaves.

* * * * * * * * * * * *

Tina Zanelli
Tina, the most sensible member of the crew, isn't really any different but for the purposes of this exercise has become CJ Elephant 'cos we promised we'd say nice things about her. CJ is a cute, cuddly, very nice elephant with a beautiful face and a shapely, hourglass body. NOT! Ha, ha Tina, I bet you're off to make a few 'trunk calls'!



Argk, agk, ark, ark, ark! Exactly what Popeye has got to laugh about I'll never understand. He's got the ugliest girlfriend in the world (and you went out with her sister Garth - Big 'Al), his friends are all physically deformed and he's a sailor. Not a lot going for him there I'd say.

The game begins with Popeye in the corner facing his alien (aggh!) opponent. The ring is seen from a side view and the colourful background is populated with an even more colourful audience consisting of all known life forms in the cosmos (except Jimmy Tarbuck and George Bush).

(Except the indigenous life-forms of Septic 6 who as we all know resemble small pools of irradiated snot).

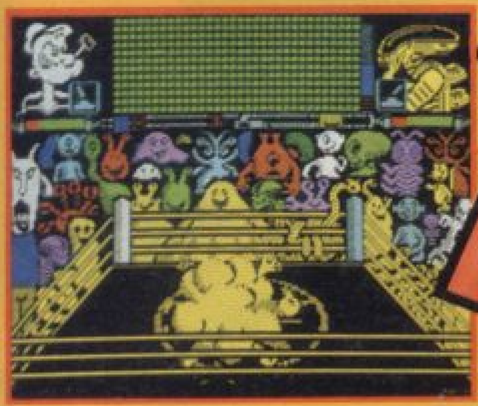
Other moves are arrived at with similar dexterousity. You can kick and punch for a little effect but it's the specialist moves that make for variety. You can climb the ropes and jump right off the screen, hoping to flatten your opponent on re-entry. The other move involves Popeye grabbing one of the cans of spinach that are tossed liberally between Wimpy and Olive Oil, presumably because neither of them actually want that green goo anywhere near them.

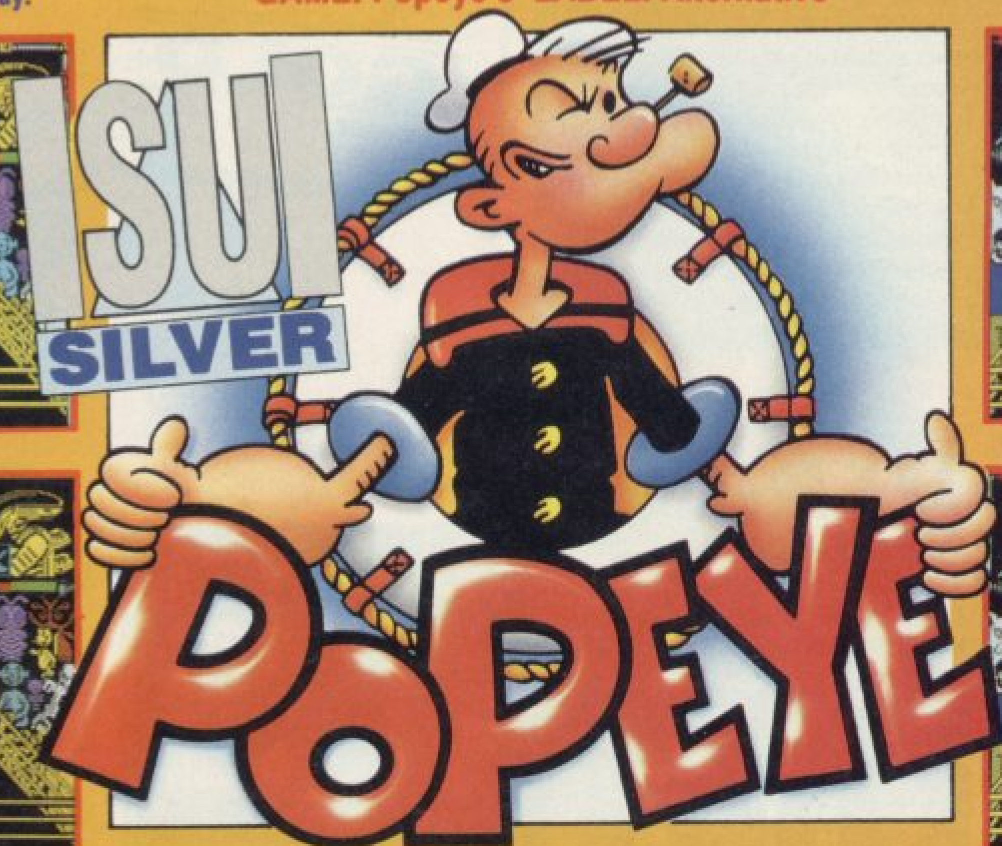
Popeye however loves it. If he catches a can, an icon appears near his piccie. The next time he gets a headlock, his specialist move is revealed. This is fairly spectacular even though you can't see what's going on.

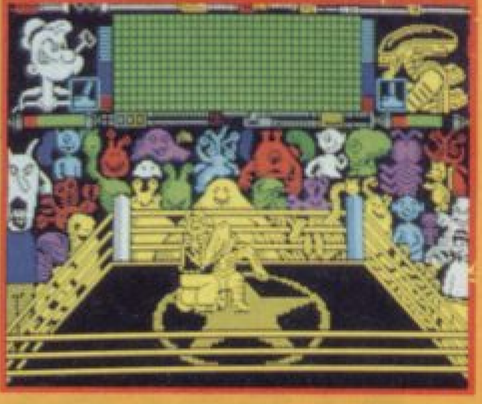
Popeye finally has a license that has had some thought put into it. Colourful, quick and with real cartoon style graphics, the only problem is a horrendously long loading system.

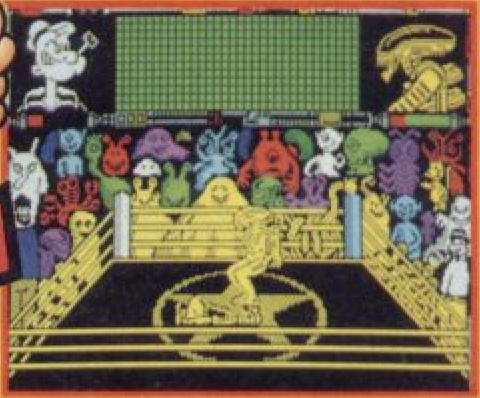
GAME: Popeye 3 LABEL: Alternative











MEMORY: 48K/128K TAPE£3.99

Until of course you put him into a computer game. There have been two other Popeye license games, both of them simple platform affairs which have done little to promote what should have been a huge license. But what of Alternative's Popeye 3?

Well, once you take away the cartoon perfect plot of an bunch ofinter-galactic grapple fans who want to take over the Earth, well covered in numerous previews, you're left with the broken bones of a wrestling game where Popeye has to grapple his way through the unwelcome attentions of several off-world wrestlers in a bid to save the Earth from the nasty Kraggs.

The game is for one or two players, joystick (reccommended) or keyboard control, chosen at the end of one of the unhealthy three (count' em) loads that you have to go through before getting to the real action.

When the bell rings, something inhuman drifts out of their corner towards Popeye and play commences. Popeye 3 the game is a bit of a joystick wiggling affair. Next to their picture icon, each opponent has a strength meter showing current levels of juice and a vertical power meter which increases when you waggle your joystick. If you hit fire when this power meter is at the top, you can attempt a hold.

When the characters get closer, they will attempt to grapple. This is where the joystick wigglin' really begins in earnest. When you get near an alien, you must wiggle left and right to hold onto him before attempting a move. The power meters show just how the two players are doing. The first player to get their power meter to the top is rewarded with a headlock on their opponent and subsequently robs them of some of their strength as shown by the green bar beneath their picture. If you also press the fire button when you're at the top you move straight into 'the piledriver' which is guaranteed to give any casual alien a headache.

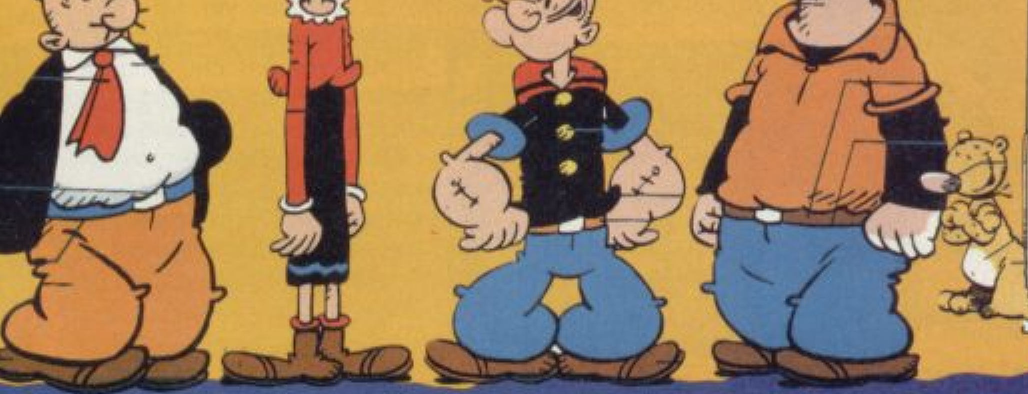
scores

GRAPHICS	80
SOUND	75
PLAYABILITY	80
LASTABILITY	86
OVERALL	84%

Garth Sumpter

Super colourful cartoon graphics with an excellent license gives Popeye 3 a solid lead over its two predecessors. It's a pure wrestling game, and a difficult one at that. Remember as well, if you have the October issue of SU you should be able to load in an extra level with Big Al' on it. God help us!







Steve

Popeye 3 is an out and out wrestling game and in a way the Popeye character is only co-incidental to the main plot. However the spinach flinging antics, some nasty aliens and an excellent Popeye sprite make Popeye 3 worth a look. It's not WWF but it was never intended to be.

Codie Miesters really are on top form these days. Their flora, fauna and poultry products simulators are instantly recognisable here in the UK and always seem to be in the charts. They topped last year's Christmas off with a superb couple of game compilations - Dizzy's Excellent Adventures and The Cartoon Collection and, well, it looks as though they're gonna do it yet again this year.

★★★★★★★★★★★

There are five games on Super All Stars, most of which have already been out as budgets (however not all, even though naughty Codies told us they would be!). The whole crew has a personal order of preference for these games but since I'm the Ed (not ED, fools!) I'm going to name mine: In first place there's Captain Dynamo, second comes Steg, third comes Magicland Dizzy, Turbo comes in fourth place and C.J.'s American Antics as a close fifth. There! (Steve Keen wallops me with a plastic baseball bat for picking a different order of preference to him. He's fired - again.)

ISU GOLD

SUPER ALL-STARS

GAME: Super All-Stars LABEL: Code

CAPTAIN DYNAMO









What can be said about Captain Dynamo that hasn't already been said? It's a cracking platform game featuring an aged, retired super hero named Ernst P. Dynamo. Who, to save the name and precious stones of a fairly decrepit old dear, Lady Phyllis Uppenhofen, of planet earth, has come out of state retirement and donned his cape and springy boots once again.

The problem is that a mad scientist type, Professor Austen Von Flyswatter has run away with all her goodies and set up base on the moon. Surrounded by all the trappings and, for that matter, traps associated with evil computer game villains Austen proves difficult to defeat.

Dynamo has great graphics, great playability, great sound and a lot of quirky hidden bonus rooms and wacky features that make it a superb budget bash.

MAGICLAND DIZZY





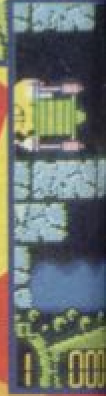


Oh, oh dudes, the Evil wizard Zaks has returned to haunt the Yolkfolk, trapping all of them, except for our intrepid hero, in various situations. Dizzy, as usual, has to leap and bobble to the rescue and foil Zaks' dastardly plan for poultry produce domination. This is yet another classic Dizzy romp. It looks good and the old format isn't tired yet.

It'll still take some investigation and churning of grey matter to solve the multiple riddles involved. How to stop Dylan being a bush? How to stop Dora being a frog? These are the questions you'll ask yourself in Magicland Dizzy.

STEG





Steg is a Code Masters special. Not blessed with the same logic as the rest of the world, Big Red and their task masters managed the impossible - a cute slug. Several in fact, as the whole idea of Steg is to breed and feed little slugs using the millions of maggots found in the Stegtown sewer.

This sewer is a strange place, with spikes and self animated bellows around every corner threatening to deprive t'yung'uns of food. Steg captures maggots by blowing bubbles which trap them and then allow them to float all the way back to

PER STARS

le Masters MEMORY: 48K/128K TAPE£12.99

Scores

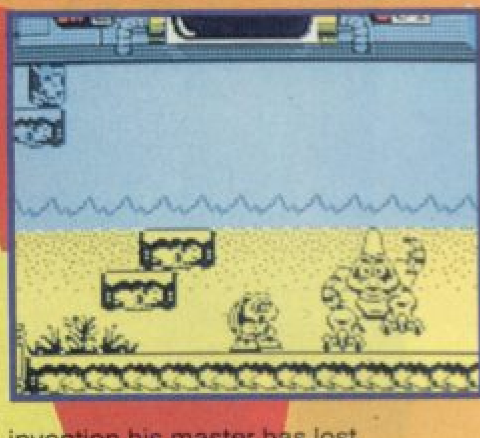
OVERALL 92%
Big Al Dykes

This is a collection and a half. All of these games have been highly recommended in SU before now and even if you already have one of 'em it's still well worth getting the pack and saving a few quid on the rest. This is gonna be on my Christmas shopping list and no mistake!

TURBO THE TORTOISE

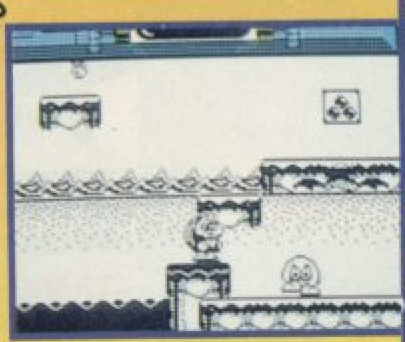
Turbo the Tortoise is another weird but wonderful game, this time not from the clear Leamington Spa air induced brainstorms of Codies but from Hi Tech in the grim north. However the game's profile fits Codies' modus operandi perfectly and it's wicked too. A sure fire combination.

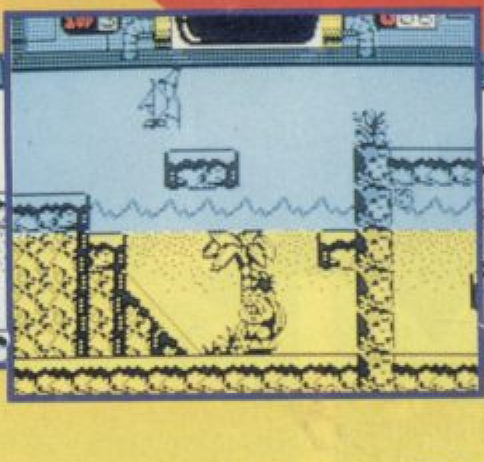
Turbo used to be a normal everyday tortoise until his mad professor owner conducted a few borderline experiments which, presumably, the Body Shop wouldn't be too keen on. Anyway to cut a long story short our cute shelled reptilian becomes bionic and sets off to recover parts of a time machine

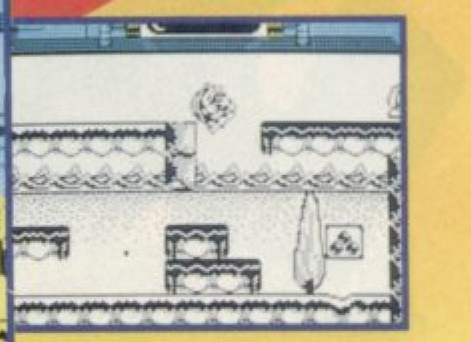


invention his master has lost.

Graphics aren't completely top notch but the gameplay and planning are. Somewhat reminiscent of Yogi Bear, Turbo is a fun game. A worthy addition to Super All Stars.



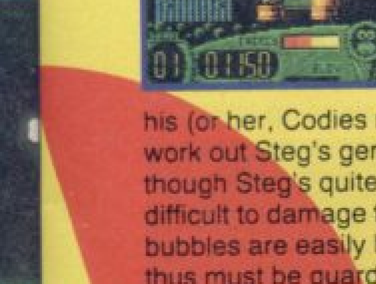


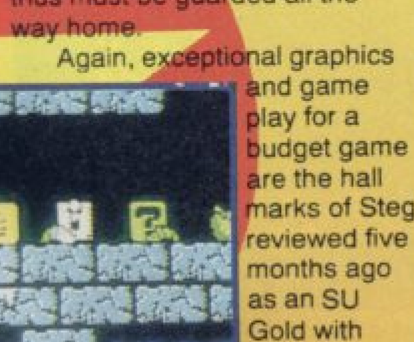




his (or her, Codies never did work out Steg's gender) nest. Although Steg's quite hardy and difficult to damage these bubbles are easily burst and thus must be guarded all the way home.

Again, exceptional graphics and game play for a budget game are the hall marks of Steg, reviewed five months ago as an SU Gold with 90%



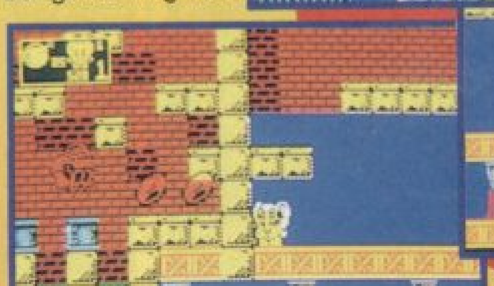


CJ IN THE USA

Finally, and it's a very close thing I might add, CJ In The U.S.A. weighs in with a fast, fun packed platform romp. CJ, a young trunk from Africa was away from home one day when suddenly he heard some big bangs coming from the direction of his house. When he got back he discovered his family had been kidnapped. Using his amazing elephantine powers of deduction and with some friendly advice from the neighbouring wildebeest herd he followed the kidnapper's trail all the way to America where he must proceed to free his family.







There are four levels based all 'round the States including tours of New York, Chicago, San Francisco, Los Angeles and Florida. Graphics are sometimes rather basic but the main sprite is fun, with his folding umbrella, and the playability factor is all there.



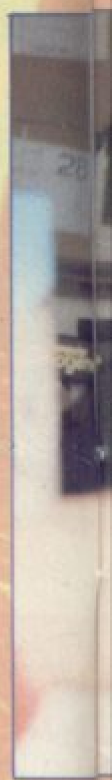
Steve

Five of my all time favourite Codies games in one box seems too good to be true. The only problem is that I've already got all of them! It's a pity that Magicland Dizzy was on Dizzy's Excellent Adventure though, it seems a bit naughty to put it out on yet another compilation. Nevertheless this pack is still tremendous.

Overall there's very little to fault this compilation on. It's a pity Magicland was on the Excellent Adventure collection but it's an excellent game definitely worth it if you haven't got it. Unfortunately most of today's compilations have their naff games but Super All Stars simply hasn't. Steg and Dynamo have both been rated at 90% here in SU and none of the others have received less than 85% Super All Stars is an impressive compilation that'll keep you going for quite a while.

HACKING SQUAD

Hello there you lot! Well, another month has passed and Big 'Al the Editor has now spent most of the last six months getting his own back on me for all the things that I made him do when I was the editor - like sending him out to get a bucket of steam, asking him to go borrowing stuff from other magazines and telling people that I sent him for a long weight, (or rather wait. Heh, heh, good one that). Anyway, the potato drunk old Irishman has been making my life a misery - making me fetch the Hacking Squad mailbag and carry it up the 14 floors of SU Towers all on my own. It's a wonder I've got the energy left to do Hacking Squad at all. But anyway, I'd better start writing it now 'cos Al's sending me out to get a left-handed screwdriver. Later...



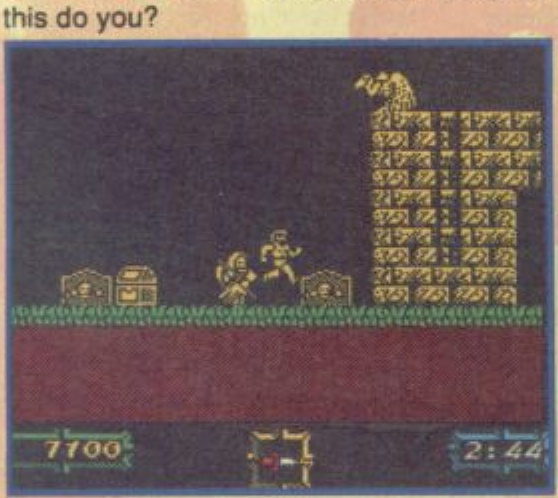
TONS O

Some HELP! A man with the unlikely name of Ben Pool from Halsted in Essex, where the highly distasteful (but tittersome) Essex girl jokes come from, wrote in asking for help with Ghouls and Ghosts. As he didn't make me titter at all, here are some very serious and outrageously unfunny tips to help him get past the various baddies...

GHOULS AND GHOSTS

LEVEL ONE

GRIM REAPER - You don't need help on this do you?



VULTURES - Shoot them when they're stationary on the edge of the screen by jumping and firing.

IMPS - Shoot them early, before they become a whirlwind.

SKULL PLANTS - Shoot them before they spit skulls at you.

GIANT GUARDIAN - Run and jump to avoid his fire and shoot him in the head to kill him.

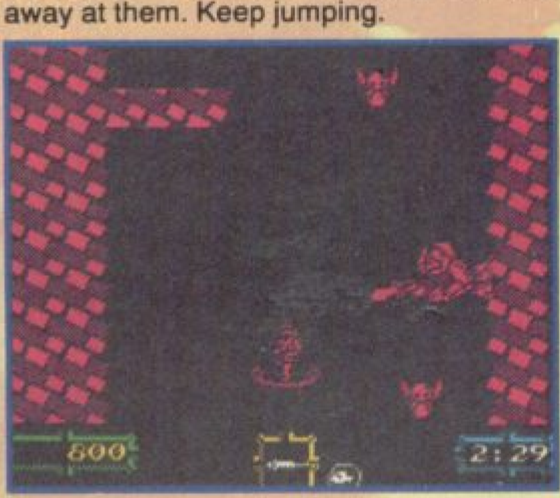
NEPTUNE - This man and his trident are both deceptively fast. There's little avoiding him so turn to face and blast it out with the sucker!

LEVEL TWO

BOUNCING STONES - They always come in a similar pattern. Get to know it and then use a combination of ducking under and leaping over.

LAVA FLIES - Easily sorted out, just casually kill them if they get in the way or avoid them if they don't.

FLYING DEMONS - These little sods will swoop down at you. Don't let them get that advantage. Jump up and keep blasting away at them. Keep jumping.



VENUS FLY TRAP - The early annihilation method is the best one here. Don't ask questions, just kill.

BIG BIRD - This feathered fiend is pretty deadly but only takes one hit to kill. Make sure your aim is good and it's easy

FIERY DOG GUARDIAN - He'll come running at you but keep shooting, wait until it jumps up and then duck under the body to the other side.

LEVEL THREE

(HOLY) FLYING COW HEADS - Take it easy Robin. Just dodge the bombs and jump up to return Bat Fire. (Eh? - Big Al)

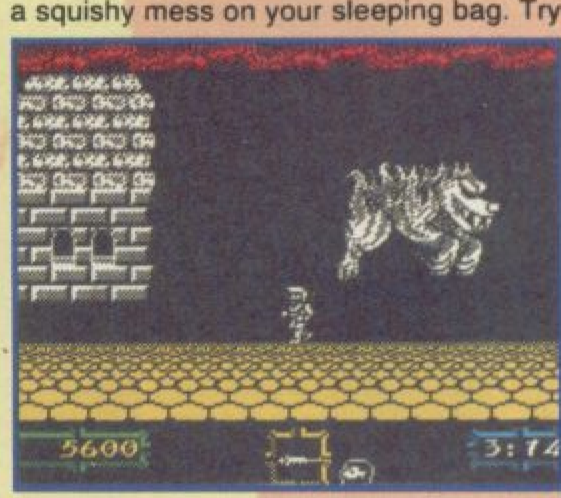
STONE KNIGHT - Keep underneath him and just keep jumping up and firing until he's dead.

STRANGE HEAD - When you first see this, stop. If you now play statues for a few minutes, it'll get bored and eventually naff off! See standing still can be a good thing despite what John Major says.

EYEBALL CLOUD GUARDIAN - There's no real technique with this fella other than just avoiding getting hit and shooting a lot until you make him SEE (aggghh!) the error of his ways.

LEVEL FOUR

SLUGS - As with many camping holidays, these just appear from nowhere (usually as a squishy mess on your sleeping bag. Try



to shoot these slime balls as they arrive flashing.

GIANT SEA MONSTER GUARDIAN - Get to the middle of his body to allow the maggots to appear. Now shoot all the holes and maggots that you can.

LEVEL FIVE

MOVING HEADS - Jump and dodge whilst making head shots. Once you've given them terminal headaches, a door will open...

STRONGMAN - Duck his bullets that his (unattached) head fires and return as good as you get.



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Altered Beast	*Rick Dangerous II*
Cybernoid III	*Super Hero*
Edd The Duck	*Tour De Force*
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Magicland Dizzy	*Zythium*
Rainbow Islands	
Red Heat	
1st Division Manager	

HACKING SQUAD

OF TIPS

John Flanagan of Newry in Co Down has taken just enough time off from his studies to share a few gems of information with us...

MAGICLAND DIZZY

Don't collect all the diamonds too soon, especially not the obvious ones. Save them until later when you need the energy and can go back for them. Also, (he wibbles on our little Johnny!), when exploring don't jump off onto a new screen - you could meet with a sticky end!

Johnny could have met with a sticky end about here, but the rest of his tips do get a bit better...

RAINBOW ISLANDS

No youngster of a game, Rainbow Islands is still very popular amongst all of you. For anyone that hasn't found their pot of gold yet, here are a few short tips for killing end of level baddies, courtesy of Colin Beadle from Lancs.



THE SPIDER

On the Insect Island, you can kill the large spider by standing below the left-hand block and waiting until he comes down the screen. Now jump up and blast him until he goes up the screen then, get under the rainbow and jump, blasting the arachnid and repeat this process until he's dead.



LARGE CHOPPER (Oo-er)

Stand under the top left-hand block and jump and down, firing at the guardian as you do. Repeat this and then jump up and right to break the rainbows. This ought to kill him.



DRACULA

This blood-thirsty little begger can be killed off without having to resort to a steak (or chips for that matter!) Just go the popular bottom left-hand block on the screen, get onto it and then continuously fire rainbows and jump onto them until Drac's done.

BIG CLOWN

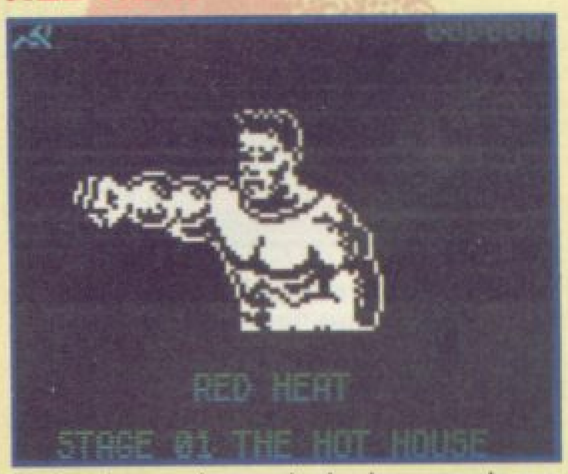
Go toward the medium height block on the extreme left and fire a stream of rainbows at the clown. As he's almost under them, jump and break them over his head and fall (harmlessly) to the ground. If you now climb on top of your original block and fire a couple of rainbows and break them over him, he should be banished to that great circus ring in the sky.

DOH

The last big guardian can be dispatched fairly easily. Get underneath him and when the first square appears break right and fire a rainbow and then get onto it. Jump over the third and forth squares and you're now free to annihilate Doh with rainbows and when you land, just run left to begin the process in the opposite direction until he finally croaks...



RED HEAT



On level one, always duck when people are trying to hit you. Go forward and get the thugs to follow you and then when you stop, it'll be easier to head butt or punch them. On level two, try to conserve your bullets to use against the tougher opposition.

1ST DIVISION MANAGER

Always buy Gary Lineker. He always scores goals even when his skill level is low. (Does he provide commentary with Bob Wilson too John? Anyway, thanks for that little lot.)

HACKING SQUAD

KLA

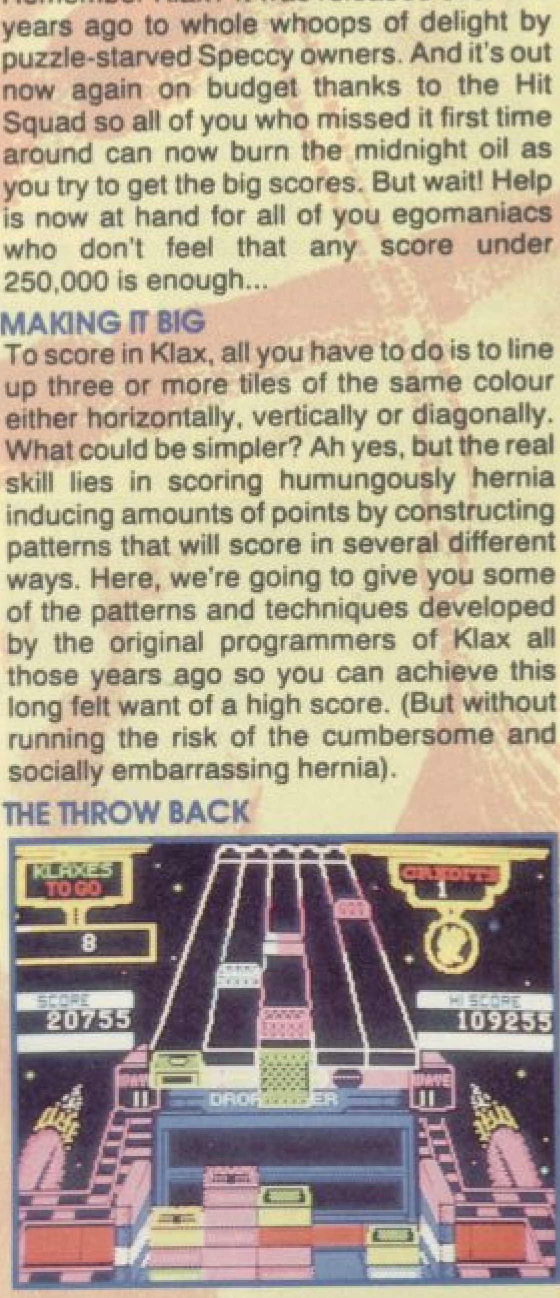
	VERTICAL	HORIZONTAL	DIAGONAL
A three tile Klax	50	1,000	5,000
A four tile Klax	5,000	5,000	10,000
A five tile Klax	10,000	10,000	20,000

Remember Klax? It was released over two years ago to whole whoops of delight by puzzle-starved Speccy owners. And it's out now again on budget thanks to the Hit Squad so all of you who missed it first time around can now burn the midnight oil as you try to get the big scores. But wait! Help is now at hand for all of you egomaniacs who don't feel that any score under 250,000 is enough...

MAKING IT BIG

To score in Klax, all you have to do is to line up three or more tiles of the same colour either horizontally, vertically or diagonally. What could be simpler? Ah yes, but the real skill lies in scoring humungously hernia inducing amounts of points by constructing patterns that will score in several different ways. Here, we're going to give you some of the patterns and techniques developed by the original programmers of Klax all those years ago so you can achieve this long felt want of a high score. (But without running the risk of the cumbersome and socially embarrassing hernia).

THE THROW BACK



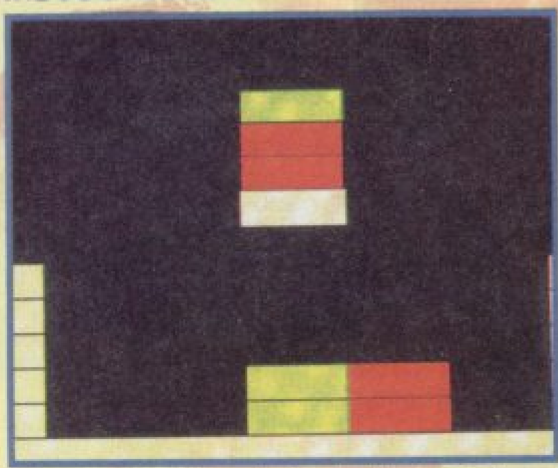
Sometimes you'll need to get the tiles onto your paddle (which holds only five tiles), in a predetermined order so that you can drop them in the right way to score more points. To do this you need to perfect the Throw Back technique whereby you will toss tiles back up the table (like a demented handyman decorating a bathroom), in order to collect the right colours in the right order.

KLAX HIGHROLLERS

To get through each level in Klax you must satisfy one of four criteria. It will be either to reach a certain number of points, complete a number of Klaxes or survive a certain amount of tiles that will be thrown at you. Points are awarded for each Klax that you make whether it's vertical, horizontal or vertical as shown in the following easy to use table... (roll on the drums please).

Don't waste your time making three tile vertical Klaxes as you can see that they're as much use as chocolate fireguard in the big score stakes. Just use them to get rid of tiles.

THE SCORE DELAY

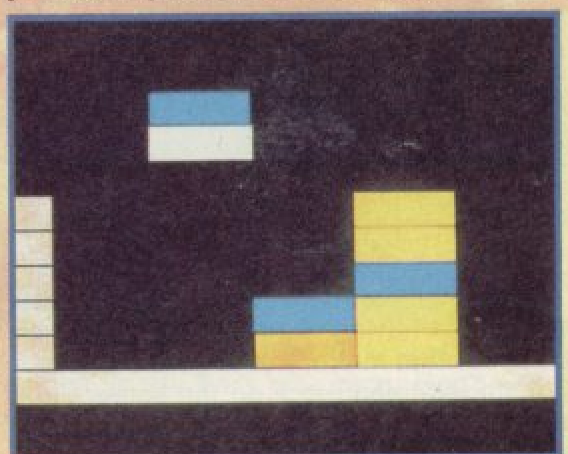


There's a scoring delay in Klax which actually forms the main basis of these tips and means that you need to be quicker than a wet kipper on ice in order to make the big scores.

In the example above, you've got the tiles on the paddle in the right order and are now able to drop the green tile onto the green column for a measly 50 points - but whilst the computer is adding this to your score you can scoot to the right and drop the two red tiles onto the red column and it will score as a 4-Klax, netting you an extra 10,000 easy points!

THREE STEPS TO HEAVEN

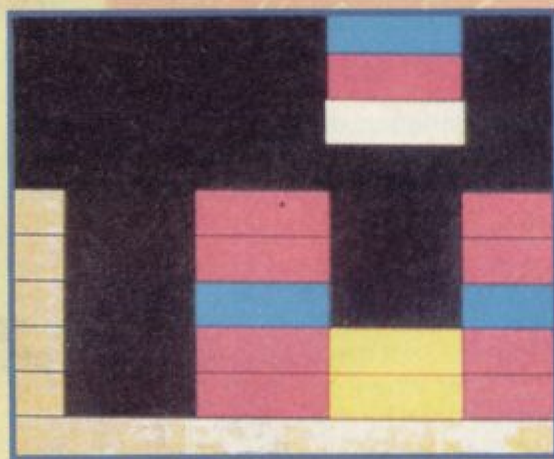
(or 10,000 points to remember)



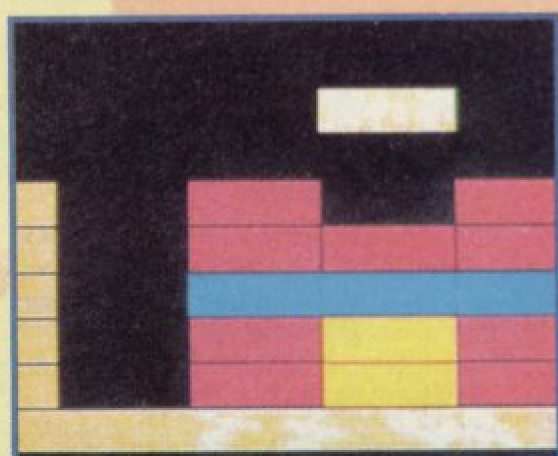
The really big points are scored by setting off a chain of events - a bit like telling your mate that you fancy one of the girls in your class and ending up getting a slap in the face a few hours later. The example above is better than a slap in the gob and shows you how to get a vertical 4-Klax by building 'steps'. Once the first Klax is scored and disappears, the two yellows will drop. If they drop onto another two yellows then a 4-Klax is made and the bonus multiplier comes into effect. This is the basis for all the following moves which if you can do them, can put your score through the ceiling! The next series of shots shows you how to set one going...

TIMES TABLES

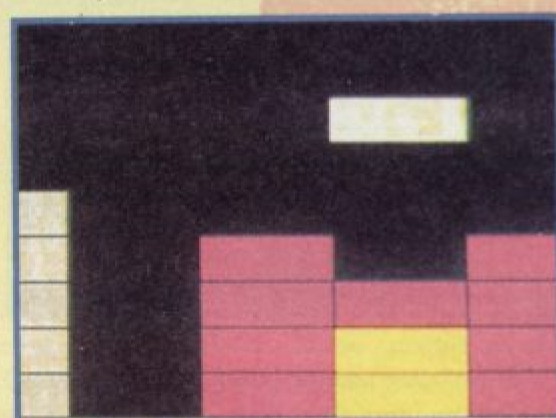
The multiplier is worked out by the number of Klaxes made by casually dropping only one tile to start a chain reaction. Our sequence shows just how the multiplier works...



Dropping both of these tiles in the centre will cause...



this particular arrangement where the blue horizontal Klax is scored first with a multiplier of one...



... and now the fun starts. The red tiles score as two vertical 4-Klaxes, one

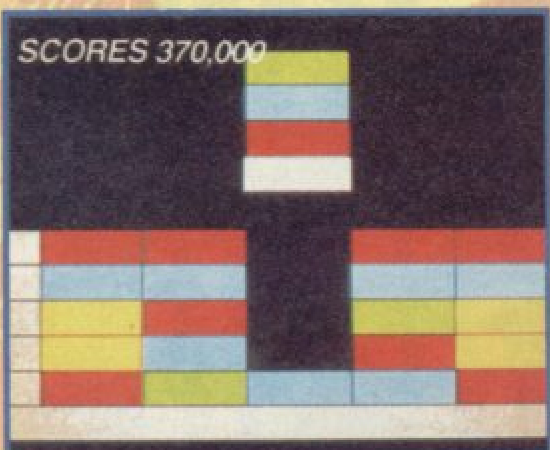
HACKING SQUAD

horizontal and two diagonal 3-Klaxes. Add to this the first blue 3-Klax and you arrive at a multiplier of six!

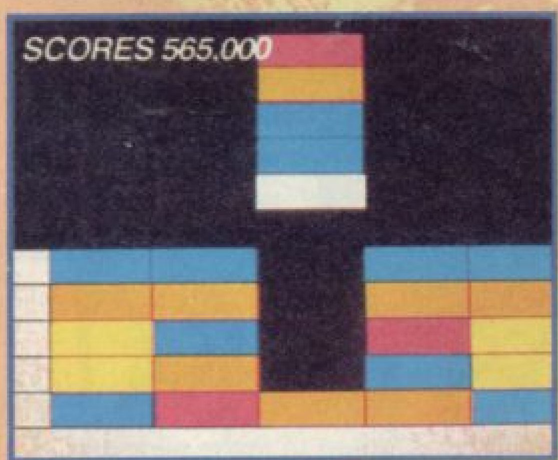
The score for this little move is 187,000 points! You can see just how important the multiplier really is!!

Now you know how to really score, here's a quick look at some really special moves...

LEVEL ONE



This little gem will score you 370,000

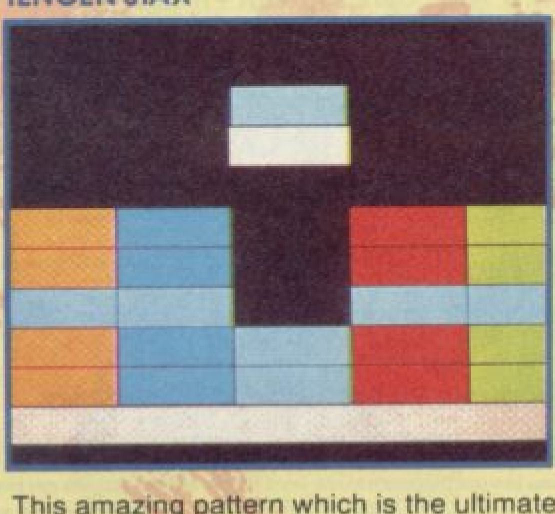


And this sucker will boost your score by over half a million!!! (It actually scores 565,000

AND NOW FOR SOME AMAZING TRICK SHOTS!

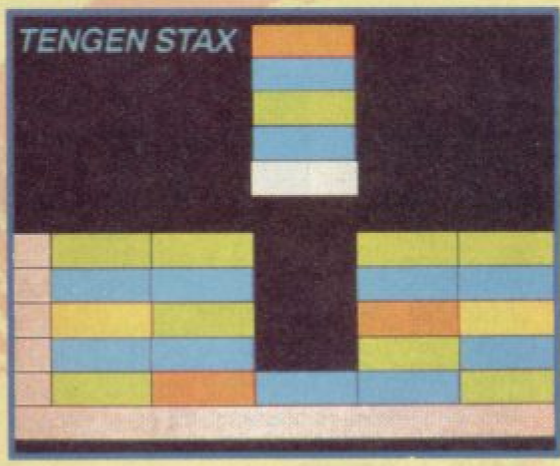
If you've managed to succeed in the previous shapes then just try out some of the following patterns that people have come up with!

TENGEN STAX



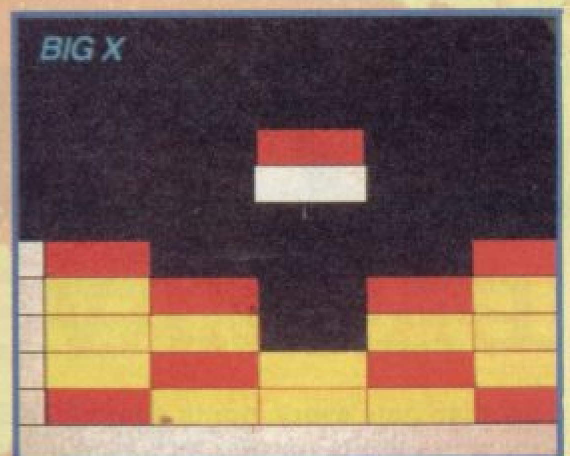
This amazing pattern which is the ultimate scorer for vertical Klaxes, was developed by the guys at the Tengen coin-op offices. It's easiest (ahem!) on level two and if you manage it, is worth a gob-smacking 200,000 points! (Swoon!)

RAIN'S REVENGE



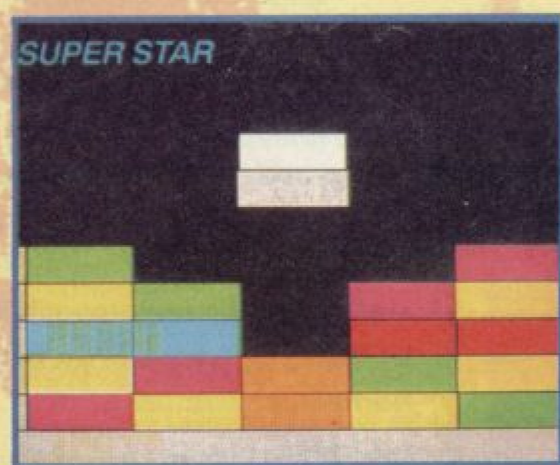
This is just too complicated to explain so I won't. Suffice to say that the first postcard sent to me containing the correct score for it, will win it's owner two, full-price game.

THE BIG X



On level three when you're asked for diagonal Klaxes, try giving your Speccy the 'Big X' and see how you do.

SUPER STAR



This one really is the bee's bottom. Only really attemptable on levels 11 and 56, the trickiest part of the exercise is to find a white wild card tile.

And that's it for KLAX. Do your best - or worst.

ALTERED BEAST

While playing you can hold down all the keys to skip levels and to kill the beast at the end of level two, go to the top right hand corner of the screen and just keep shooting.

CYBERNOID III

Someone who signs his name as 'The Goodge' writes from Ireland to tell us that he's really cool and can he join the Hacking Squad? No, he can't, but here's his tip anyway. Redefine the control keys as O, R, G, Y for some sexy results! When you re-define them as the normal keyboard setup and start the game, you'll find that you have infinite lives!

SCRAPPY DOO

David Hope of Small Heath in the West Midlands has just the tonic for anyone who's feeling dog tired with this game. "Throw it away", he writes. Probably not an animal lover but David Halama of Stourbridge in the West Midlands certainly is. He writes, "If you want infinite lives for Scrappy then just press down the two top rows of keys whilst you're playing. The border of the game should flash to tell you that the cheat is working...

EDD THE DUCK

Recently re-released as a budget, this BBC licensed game based on the adventures of their wacky kid's duck was a wash out as a full pricer but much more cheerful as a budget - and now you can cheat! When you start level 3 type in WILSON and you'll find the game a lot easier!



HACKING SQUAD

HELP

HELP A HACKER
Here's your chance to help a fellow Hacker in distress or to throw yourself on the mercy of the Squad... Just write in with details of where you're stuck and if someone writes in with the solution, they'll receive a plain-looking yet fabulously trendy, SU Crew badge and a budget game. Interested? Well then, scribble down your map, tip or solution and post it to, Help A Hacker at the usual address.

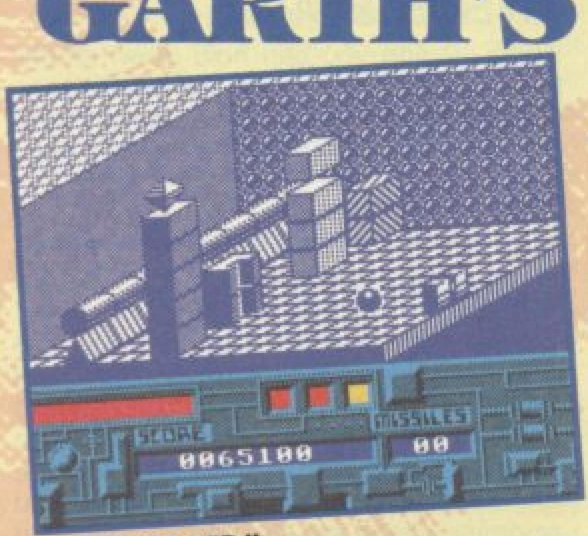
SLEEPWALKER

Johnathon Presley from Derbyshire would like anyone with any details concerning Sleepwalker to help him out 'cos he sez, "I either need a little help or I'm more useless than the crumblies in the game!"

SILENT SERVICE

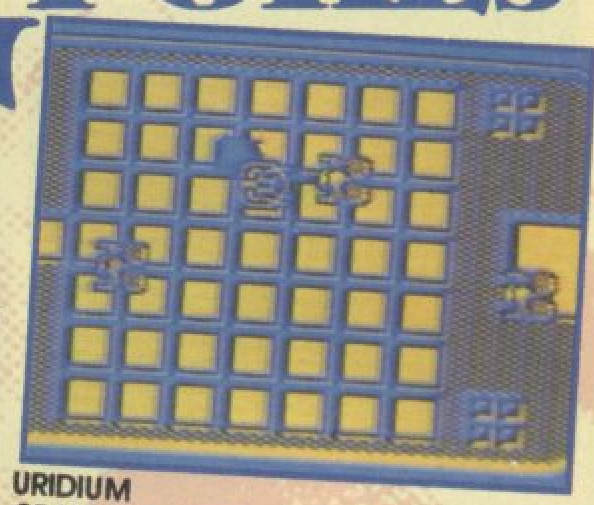
This really is a fab game and I could provide some tips for it myself next month. But if someone wants to help the delectable hackerette Alison from a fate worse than drowning in a submarine on a sea bed then write in. (Actually, is there a fate worst than drowning in a crippled submarine? Answer on a postcard please...)

GARTH'S BIG POKEs



BALLBREAKER II
65155,201 More lives

RAMPAGE
56693,0 More energy
RICK DANGEROUS II
35375,0 Infinite lives
SUPER HERO
49625,0 Infinite men and weapons
TOUR de FORCE
23301,179 Heat
ZYTHUM
23996,201 Infinite lives
51271,0Infinitebombs
56498,0 Infinite time



URIDIUM
55419,0 Immunity

SPECMAN

Hello matey peeps, Specman returns with more invaluable advice. Firstly however, if you have any game requests or are stuck in various parts of games please, please write to the Hacking Squad Tip Shop part of the magazine. I'm opening the mail and half the letters I get should really be addressed to Garth (ok I know I'm much nicer than him but do you really have to?).



Dear Specman, 1. Is there any way you can get +3 music and effects to run in interrupts from BASIC.

2. Is there a way to access the +3 disc drive from machine code.

3. How do I get the HI I'M A PLUS 3 message.

4. Do you know what memory locations hold information about the +3 disc drive.

HRH The Royal Eyeball (true name on the letter.)

1. To properly cover interrupts in this small page would fill it up with just this reply. So tough. In short, yes, games on your 128K usually have their music in interrupts. The good thing about the 128k sound chip is that you can leave it to get on with things whilst you do something else. To make your program run you will have to save the registers and do a call to your music RST 0038 then unsave the registers and return.

2. Yes, look in the manual. There is the command LOAD SECTOR and LOAD FILE and the places you must call it from. That should do what you want.

3. Type in COPY RANDOMIZE and press ENTER, and at the same time place your hand on as many keys as possible. You should find it pops up. If not keep trying.

4. Bank 7 on a 128K holds all the information. If you want to find out more about it I recommend going and buying 'Dice' from Kobrahsoft on (078) 230 5244. It will teach you about +3 DOS and has a fantastic manual.

Dear Specman, I bought secondhand a +D system and I'm having a real spot of bother. Whatever I type in it says nonsense in GDOS. I've got no manuals, no startup software. I'm willing to pay for a photocopy or the GDOS software. Help!

Please print my address, and hopefully some kind user of the +D will get in touch,

M. Sharpe. 62 Severn Tower, Cromwell Street. Nechells. B'ham. B7 5BE

Dear Specman, Why is MACHINE CODE faster than BASIC.

A Steadman, Kent.

Well congratulations on the shortest letter ever to this page. Let me explain: BASIC has to be interpreted by the Spectrum's ROM. The ROM takes each BASIC instruction and converts it to MACHINE CODE instructions or small programs within itself. These programs are then run by the CPU of the Speccy. This task is long and tedious for the humble Spec. as it has lots of flying about to do within itself to sort BASIC out i.e. It takes it a very long time.

MACHINE CODE is instructions that the CPU can act on straight away. It needs no converting and so is much, much faster. It's like a Skoda and a Porsche side by side at traffic lights.

Dear Specman, I've just started to write in MACHINE CODE. Having spent many months writing in BASIC I've now got this question for you. Why do programs run slower below 32768? There's quite a speed difference. Why?

A. Sellers South Wirral, Liverpool

Fifty times a second the spectrum has to re-draw the screen, ie. the display. The display occupies the area from 16384 to 23295 and as this area is in RAM you can see this by POKEing 16384 with any number. Whilst a program is operating it must interrupt its running to draw the screen. The Spectrum slows down as it accesses the RAM to draw the screen. If the program runs above 32768 the computer calculates that it doesn't have to stop the program to access the screen display and thus runs faster.

Dear Specman, If the Spectrum is only capable of displaying two colours inside a character block, then how come when I bought the game LED Storm, the graphics had millions of colours inside each block. This is technically impossible... so go on, so how is it done.

J. Myers, Rotherham

What you are seeing displayed is an optical illusion, very well presented. The screen display is, as you said, only capable of displaying two colours in a block but what the programmer does is to pick an area on the screen, (it has to be a small area), and continuously POKE colours into this very small block. This has the effect of tricking both your eyes and the computer display into displaying more colours than possible. They change with such speed that fifty times every second a new colour is displayed and you get the rainbow effect you see. In fact this effect was called the Rainbow Processor. It has one huge drawback - it takes all of the computer's power to carry out this effect and thus there isn't any time left to do anything else. That's why no games really use it and you only ever actually see it on the title screen where nothing else is happening except, say, a key to be pressed etc.

Send all your problems, of a computer nature only please (unless you have anything really juicy of course), to Specman at Su Towers, Priory Court, 30-32 Farringdon Lane London EC1R 3AU. He can solve them or if he can't he'll send you a game to make up for it.

SUpermart SUpermart

ISU SILVER

GAME: Dizzy Prince Of The Yolkfolk
LABEL: Code Masters
MEMORY: 48K/128K
TAPE£3.99

Prince Of The Yolkfolk Dizzy



Watch out Dizzy, death's waiting.



Recover those lost cherries.

Ferngully - The Last Rainforest, America's latest all star animated movie with a green message doesn't stand a chance as far as woodland related japes are concerned when measured against Leamington Spa's Dizzy. Dizzy's environmentally conscious, subscribes to peace on Earth and he's been recycled more times than the average milk bottle. What a guy.

Boing, boing it's time to bounce around egg world again collecting things, solving problems and avoiding trolls. But most importantly of all you've got to rescue Diz's one and only true love, Daisy who's been trapped under a sleeping spell by evil Rockwart the Troll and currently lies in an enchanted castle doing Sleeping Beauty impressions.

It all started off one day when their mischievous pet Pogie stole a half ton of cherries which Dizzy and Daisy were going to use to make a Twin Peaks pie for Grand Dizzy. They chased him out into the forest to recover them - and pick up a few more into the bargain but got hopelessly lost in the enchanted castle.

Guide Dizzy around forest, castle and clouds collecting cherries, snippets of conversation and all manner of useful implements sort the whole mess out. You also get to meet or help out other characters like Dylan (of all people) King Arthur and his famous sword Excalibur and a noble lion who has also fallen prey to Rockwart's evil scheming.

As usual the presentation of this game is magnificent. Graphics are funny and colourful and recognising then picking up, using or dropping objects is easy. Unfortunately control is somewhat difficult due to Dizzy's propensity to roll around a lot, while the distance between clouds and trees and other objects only Dizzy (and a few other Code Masters stalwarts) can walk on, or through, can mean getting around sometimes takes a lot of work.

However Dizzy Prince Of The Yolkfolk has lots of playability and lastability so you'll never get bored - just a little frustrated perhaps. A special mention must go to the soundtrack, it's really atmospheric and medieval and fits the bill perfectly. Unless you already have it on compilation Prince Of The Yolkfolk is well worth getting, whether you're new to these eggy adventure games or a hard boiled fan already.

Dizzy gets hopping mad.





Proverbial lion with a thorn in his foot. You must help him.



The troll will not let you pass.



Squatting in King Richard's castle!



Ed Laurence

Well well more Dizzy fun and problem solving. Every time I see a new Dizzy game I moan and groan about it, 'cos there are just so many. However once I start playing I always get really into it and end up enjoying the game. It can't be helped. Prince Of The Yolkfolk is darn good fun.

scores

GRAPHICS	86
SOUND	80
PLAYABILITY	82
LASTABILITY	89

OVERALL 88%
Big Al Dykes

This installment in the Dizzy series was first launched as part of the Dizzy's Excellent Adventure package last Christmas. It was the best game on it and I would suggest getting your hands on it right now if you fancy a classic bit of Dizzy japes and haven't already got it on the compilation.

tell it to AL



NO GAMES PLEASE

Dear Al', this is the first time I have read SU. I am not a games fanatic and I have been looking for a magazine that dealt with other subjects for the Spectrum rather than just games."Good on you." (Eh?)
The reason I am writing this is, I am looking for programs like Tasword Two that I can use on my Speccy, (a ZX Spectrum+) so that I can do something other than play games and write letters, can you help me?
I have always thought the Spectrum more capable and have kept my eyes open for things like this but I have not seen many programs in the shops, so if you know of any I would be grateful if you would let me know. Obviously there must be programs that are compatible with my "EPSON compatible printer", or be able to be customised to it, (I have a DATEL printer interface) can you help?
As you may have guessed I am a little bit older than the average reader (no I'm not telling my age), but I would appreciate a quick reply to this letter.
David V Warner, Westend, Morecambe.

Well, thanks for the praise David. I hope that the graph drawing and text uses of Icon Graphix have been of some interest to you. You can get hold of Tasman Software at the following address and phone number: Springfield house, Hyde terrace, Leeds LS2 9LN, Tel. (0532) 438 301. While you're on the job tell them they should advertise here in SU again 'cos lots of people still want Tasman software. Unfortunately not many shops are stocking business based software for the Speccy any more so it's mostly mail order from people like Tasman. Keep your eyes open for some business software on the Great 8 in coming months as well.

ALL A-LONE WITHOUT SU

Dear Alan The Great,I have been buying SU for years and I think its great, but I missed one of your mags (No.126), the one with the password for the prize game Lone Wolf, accidentally because the local newsagents closed down. I went to others but none had the great SU. I think this stinks, but back to what I was going to say. I don't know what the password for Lone Wolf is, so could you please, please tell me, and if it's not too much to ask for could you put some tips in as well.
If this letter does not get printed could you please send me the password anyway.

UNI LOONEY

Dear SU, after spending a few years in the wilderness (ie "A" levels and University) I've rediscovered the pleasures (!) of the good old Spectrum. I came home, and in the corner of my room, there she sat (Spectrums are all female, in case you hadn't already realised), hankie in her hands (OK, so I'm using a little artistic licence...) feeling rather neglected. So I fetched a duster, cleaned her down, plugged her in (never try this with human females!), and began to type.
Over the following days, she began to forgive my prolonged absence, and soon it was just like old times again. Yes, I remember the halcyon days of the Spectrum, back when it was just a crawling infant.
I remember the first SU I bought, issue number 19 in fact, way back in October 1983... Who could forget the picture of the Morris dancer holding a ZX81? (I know someone who was severely mentally scarred by attempting Morris dancing with monochrome computers, but that's another story). I have to admit I've missed a few issues since then, but I'm back now... However there's a problem.
My Spectrum died on me recently (R.I.P.), so I've sent it off to be fixed, and as a result, I'm totally skint (it doesn't help having a hefty overdraft from my time at University), and I'd like to get my software collection going again (as a present for me, and for my Spectrum... as I need to butter her up before I tell her that I've got a real girlfriend... Not to be confused with a virtual girlfriend, which is the latest development from Kami Kazi in Japan), but I don't really know what's good. So if you could help me out by sending me something with a lot of depth (maybe a strategy game), or an addictive two player game that I could play with my "other half"(yes, I'm still talking about computers!!), I'd be really grateful...
PS. Where can I get back issues of SU? And is there some where I can get a hold of a list of Spectrum fanzines?
PPS. Oh yeh, I've only got a 48K (well rubber is safer!), so a 48K game would be preferable!
Yours sincerely,
A skint, scrounging Stewart (Wilmer), Huntington, Cambs.

- *Hey Stuart, all we wanted was a Suck Up not your entire life story. And I must admit this is one of the silliest letters I have ever received. But what the hell, I've only got the deepest admiration for anyone who's started up their career on the Spectrum again so I'll send you some software... Just this once mind you. If you want to get hold of back issues with tons of games, reviews, hints and tips then call our back issues dept. at (0858) 410 510 or write to them at AWI, Memberline house, Farndon Road, Market Harborough, Leicestershire LE16 9NR.*

SEGA VANDAL

Dear SU, I am writing to you because of a terrible thing that has happened. About a week ago I was playing on my Speccy+2A when a Sega owner threw a bottle of yellow liquid through my bedroom window and it went all over my poor Speccy. The Sega owner just laughed and ran off. Now my Speccy just gurgles with pain. I have tried everything to make my speccy better but nothing will cure it. So can you send me Grell and Fella to make my Speccy better before it's too late.
Yours hopefully
Jamie Frankum, Lyme Regis, Dorset.

- *Grell and Fella is for gardeners, not people who sit in their bedrooms playing Speccy games. If you had been in a garden with your +2A, you could have camouflaged it and yourself. Then the SEGA owner would never have seen you and you could have ambushed him. I've no sympathy whatsoever, so no Grell and Fella for you matey.*

NO SU. BOO, HOO.

Dear Al, I am a Speccy 48K owner who gets SU every month, but when the August issue came out I was on holiday and I tried to swap my best games for it but I couldn't get it (at one point I was swapping Supercup Football but my friend said it wouldn't work on his computer because it was a 16K speccy). Then I thought of Suck Up. So to cut a



Thank you.
Imran Huss, Cambridge.

No problem Dude, the password was 'LADDER' and it's a darn spanking good game. Unfortunately you also missed a complete map of the game in issue 126 as well. A nice chap named Mark Derham reckons your best Psi Skills are in this order 1. Psi Shield, 2. Kinship, 3. Healing, 4. Weapons. If you want to get a copy of issue 126 (August '92) with the Lone Wolf map included then contact our back issues dept. on (0858) 410 510.

WILLIBOBS WOBBLES AGAIN

Dear Al', I'm not the complaining type, but unfortunately, this time I must. I had a letter featured in the August Suck Up For Software. Mine was the one about Dan "the man" Quayle. I've waited 28 days for delivery, I'm not blaming you or any of the SU crew (Hey that rhymed!) but could you send it. This is the only complaint I've ever had to make about SU, save one. WHO LET HANNAH SPRAWL ALL OVER THAT GORGEOUS CAR?!
P.S Pass us Tina's phone number. Fnarr Fnarr!!!

Jared Williamson, (Alias Jed 'head' Willibobs), Lancaster.

Yes Jared you obviously are the complaining type, how dare you ruin Suck Up's magnificent reputation. In fact you should have Shadow Of The Beast by the time you read this page. I believe Garth originally stole it to hack but I've got you another copy. So be quiet. In the meantime a lot has been happening to SU. Hannah has run off with the owner of the GTi (my C5 wasn't good enough for her) so there'll be no more car draping japes in SU! And finally Tina's really pleased that you asked for her phone number 'cos only four or five people ask her every day. Unfortunately she doesn't have one. She doesn't trust electronics and prefers to communicate via a taught string with a yoghurt carton at either end.

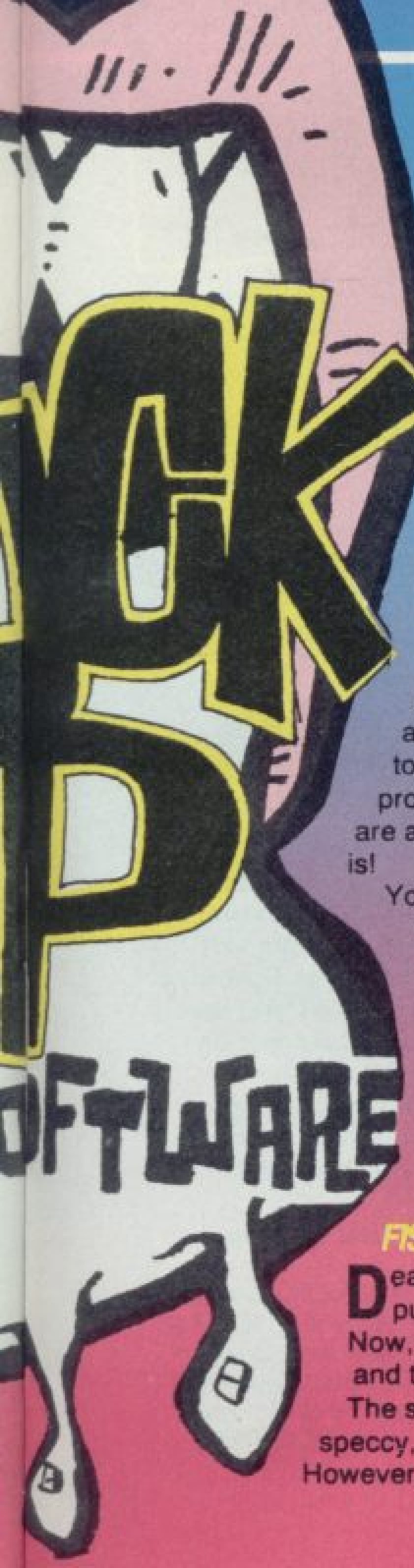
CHAOS KIDS

Dear Sir/Madam, we are writing to ask if you have the game Chaos 2 or 3. We already have the game Chaos, part one. It is quite an old game made by Julian Gallop. We got Chaos from SU about five years ago. I have checked every shop that sells speccy games but none have it. If you can get a hold of this game I am willing to pay for it.
P.S. Please reply. We really like this game.
Yours hopefully,
Matthew, Bryan, John, Auchinleck, Ayreshire.

Sorry chaps it's been a while since I've heard of these games much less seen 'em. However if any of our readers out there have original copies of Chaos 2 or 3 and would like to help out the boys from Ayreshire then write in to me and I'll pass on the info.

I WANNA COIN OP!

Dear Big Al', Whilst looking through my old SU's and Connect Sections I found a letter concerning the buying of a coin op and Jim (flip me, it was a long time ago) Douglas answered that, a coin op could be "bought from the pages of Coin Slot, the industry newspaper". Does it still exist and where can I find it?
Also, I found a picture (enclosed) of a comic strip Private Eye (I think) that was to follow up the end of the SU Crew strip. Why did this comic strip never appear? Finally, could Specman do an article on Romantic Robot's Lifeguard because I've got a Multiface 3 and a Lifeguard (which I can't get to work!). What I don't understand is the use of the CUSTOM option. How do I find out the numbers from each game because they use the example of No.60. So please could you tell me how to use it IN ENGLISH, because it seems that Romantic Robot can't! While I'm at it could you find a poke for Turrican II and Moonwalker. Thanks!



long story short pleeeeeeeez could I have the August covertape?
Robin Singh, Middlesbrough, Cleveland.

- *What? The August Covertape with Fab Icon Graphix 48K, Gothik and Starship Quest part 1? Naughty Robin. That'll teach you to go away on holiday without making arrangements to get your favourite Speccy mag. Shame on you. Still, I don't think I'd be able to survive such a tragedy so I'm sending you what you want but just be more careful in future and take a note of the address for the back issues department so you don't miss out again.*

BIG HEADED BOYS

Dear SU Crew, lately I have been continuously teased by my two older brothers about how crap my Spectrum is (what idiots) they think that the ATARI XLE and Commodore 64 (BOO!Hiss) are much better computers than mine. I have tried to ignore them but it's very hard. To add to this problem most of my games won't load on my new Spectrum. I had to get a new Speccy because my old one broke two weeks ago and I had to use up all my saved cash to buy it. This left me totally broke. So please could you send me Space Crusade to prove to my pig headed brothers what an excellent magazine you are and also prove to them what an amazing computer the Spectrum is!
Yours desperately,
P.S. Did you like the envelope.
Andrew Page, Ventnor, Isle of Wight.

- *Thanks Andrew, I did like the envelope. Unfortunately your problem is all too common and often needs resorting to physical violence to sort out. Take it from me, Space Crusade is spectacular on Speccy so why don't you get a part time job and earn some money. Then you'll be able to afford it and lots of other goodies with which to make your lazy (and traitorous) brothers jealous.*

FISHY STORY

Dear SU, last week I decided to cheer up Fred, my pet goldfish, by putting some new scenery in his bowl, namely a slab of granite. Now, as any self-respecting geologist knows, granite is radioactive and the radiation produced by this slab made Fred grow enormously. The soon six-feet long Fred, now being of a suitable size to play my speccy, proceed to load up my 2 fave games Arkanoid 1 and 2. However, being very wet and slippery, upon touching the keyboard he electrocuted himself, causing a huge explosion which destroyed the aforementioned tapes and reduced Fred to his former size. He has fully recovered now, but being a goldfish, he only has a memory span of ten seconds, and so completely denies the events which occured, and refuses to refund me for my software.
Therefore please, please can you send me Arkanoid 1 and 2.
Mr. S.Erwin, St. Annes on Sea, Lancashire.

- *Mr. S.Erwin. This story is ridiculous. But I too once had a lovely, oversized goldfish named Kettle. He was a good friend until a certain G. Sumpter had him for lunch, mistaking him for a kipper. It made me so sad. But not as sad as this letter! Fish simply do not play Speccys no matter how big they are! Anyway in memory of Kettle I'm going to send you half of your request ('cos your letter was only half good). Arkanoid - The Revenge Of Doh is in the post.*

GUN TOTIN' BRO'

Dear Garth, please help me, at the moment I am locked inside my bedroom without my +2a Speccy or my SU magazines (shock, horror). The reason is that my brother is currently outside my bedroom pointing a machine gun at my door and terrorising my mags and my Speccy. It all started on cover tape fourteen of SU when you had Lemmings and Rodland on "The Great Eight". This sent me and my brother wild with excitement so I got Lemmings but he wasn't allowed on it because he had recently killed the dog. Then he read the G-LOC review in issue 121, this sent him wild and now he has cracked up, so if you send me either G-LOC or Rodland, when it pops through the letterbox it will put him off guard and I

P.S. Is it possible for me to have the autographs of the SU, CVG and Mean Machines crews. If it is, thanks again, keep up the good work EMAP!!!

Robert Kemp, Darlaston, West Midlands.

Yes it is possible to buy a coin Op. Though it's much better and cheaper to buy a separate cabinet, monitor and game board. All of which are available through Coin Slot. This way you get top titles but once you get sick of them you don't have to go carting a completely new machine up to your bedroom. You just have to change the board! Of course you're talking a lot of money and, in general, these coin-ops are really only available direct to trade unless you really want to pay through the nose for one.

The cartoon never appeared 'cos Jim said his goodbyes, put on his fish net stockings, donned his eye liner and skipped merrily off to a magazine called ACE. Which is, sadly, no longer with us. Thereafter Scrooge Sumpter was editor and he deemed the cartoon too much trouble and too costly to continue (he preferred his company car) so the idea was discontinued. History shall record that they were both sad fools. On the subject of Romantic Robot's Lifeguard I'm looking into it and will have an answer wrung out of Specman for you in the next issue. Coin Slot's address is on its way out to you along with the autographs you requested. Take it easy dude!

TRAINED SPOTTER

Yo SU, I found a terrible mistake in SU. In issue 128 there was a preview for Sergeant Seymour and Stuntman Seymour, but under Sergeant Seymour you previewed Stuntman Seymour and under Stuntman Seymour you previewed Sergeant Seymour. Also, in the Bangers and Mash review the biggest monkey you drew had a green tail.

P.S. I think I deserve a little something for my good eyesight.

Chris Stephenson (aged 8), Richmond, N.Yorks.

Chris, I deserve a little something for my good eyesight too but unfortunately Lord EMAP's coffers are well sealed and more difficult to prise open than those new 'easy pour' Ribena bottles. Thanks for pointing out the mistake but my MD saw it first so I'm sending him some software.

WHY DID SIMON CROSS THE ROAD?

Dear Steve "Mr Perfect" Keen (or anybody else who can help me!) I have got a +3 speccy and I have some questions to ask you-

1.How many spons (£'s) is a "Hobbit".
2.When I do my own machine code programs they don't work!!
3.Are you flogging any second hand printers ('cos my dad wants one!)
4.In your complete solution for 'Spellbound Dizzy' you said there is a star behind the graphics square! What and where the hell is the graphics square!!!

Why did the one eyed chicken cross the road? - To get to the 'birds eye shop'! HAHAHA!!

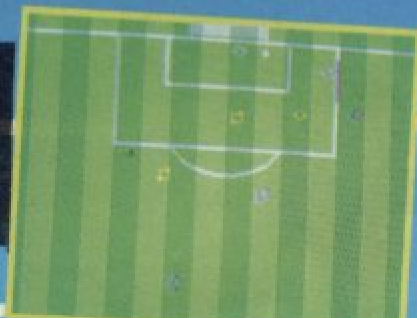
P.S. SU is the BEST!!!

Simon Tolson, London.

Cor-ikey what a letter! And here are corking Steve Keen's answers. (Steve returns to the Tell It To pages after a long absence). 1. Well mahn, ya see the Hobbit costs £79.99 at the moment but it's a bit difficult getting your hands on one. Try calling ADB Russian services on (0371) 876 340 and they'll give ya the lowdown. 2. Maybe you can't program dude? 3. No. Check out Loot mahn. 4. Wooh! Don't ask me! Hannah got hold of that solution mahn. Wait though, if you get the June issue, No. 124 there's a complete, mind blowing map of Spellbound Dizzy. Terrible joke dude. Keep Speccing.



tell it to AL





can jump him and fill his guts full of lead.

Yours worriedly,

P.S. I have enclosed a 20 pound note for the game(s). P.P.S. If you're wondering, I got a friend to post this letter.

Richard Chapman, Ealing, London.

- *Hmm? Won't your MONOPOLY SET miss the £20 note you sent me you stingy swine? You were doing all right up until then. It's a good story with plenty of action and it brings that popular theme of the 'violent ninja mercenary brother' back to SU's pages. But to end it all off with a cheap bribe (approx. worth .0056p) makes me sick. I hope he gets you.*

WHAT A SUCK

Shhhluuurrpp!! Don't worry, thats just me, sucking up for software. "And here comes Christie...he's done it", sorry about that, anyway"And..errr...it's crossed to Lineker...ITS A GOAL". There I go again, all this is getting too much, being a sports sim fan is starting to affect me in weird ways "And errr...it's back to Desmond in the studio." Right, that's it, I must confess, I'm in an organization called T.D.C.A.S. (The David Cole Appreciation Society), so far there are only 3 of us in it, but we are willing to welcome any new members if they wish to join. Two of us have made up our own software label called TOSH Productions Ltd (c) 1992, so we might send you something to put on the covertape.

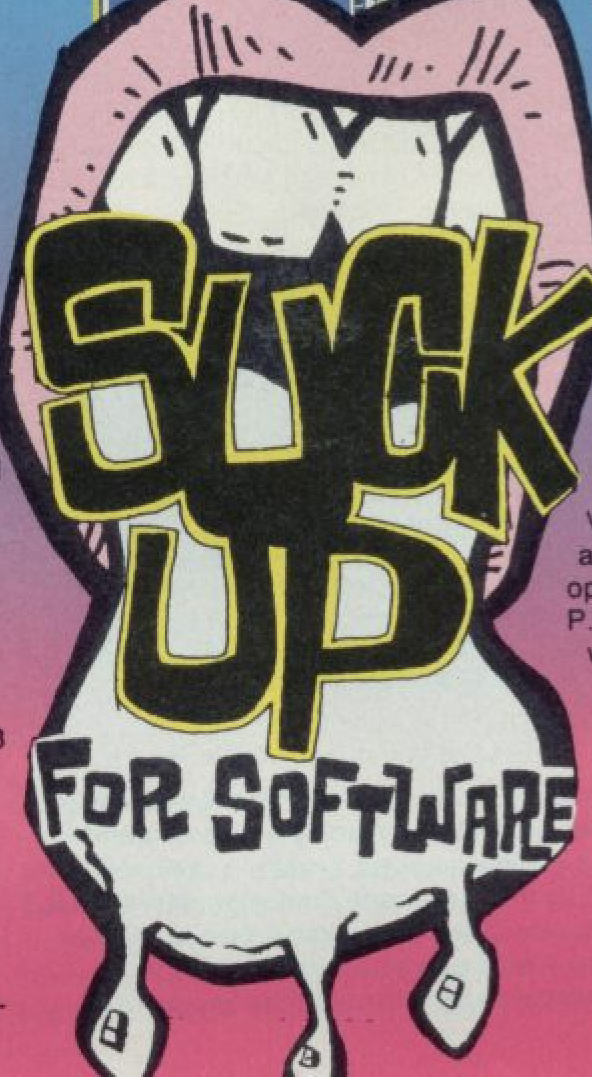
Now then the reason I'm sucking up is, being low on cash I can't afford many full-price games, perhaps 2/3 p.a. I also manage to get a few budget games every couple of months. The next time I will buy a game will probably be just before and after Christmas.

So, I'm asking you, the most illustrious, provost, puissant, luscious, intrepid, flamboyant, aristocratic and not to mention the most handsomest person in this entire cosmos and cosmoses yet to be discovered.

Being the most wonderful human ever, could you please, please, please (x centillion (and yes there is such an amount)) could you please send me a copy (of the original, otherwise it's PIRACY) of MATCH OF THE DAY to add to my collection of manager games I have managed (geddit) to accumulate over the years. The last management game I had was Codies' 1st Division Manager. Yes it's that bad. It was also the last game I bought which was in April, so I would be VERY, VERY grateful indeed if you sent it and would worship you every month as I open the mag forever.

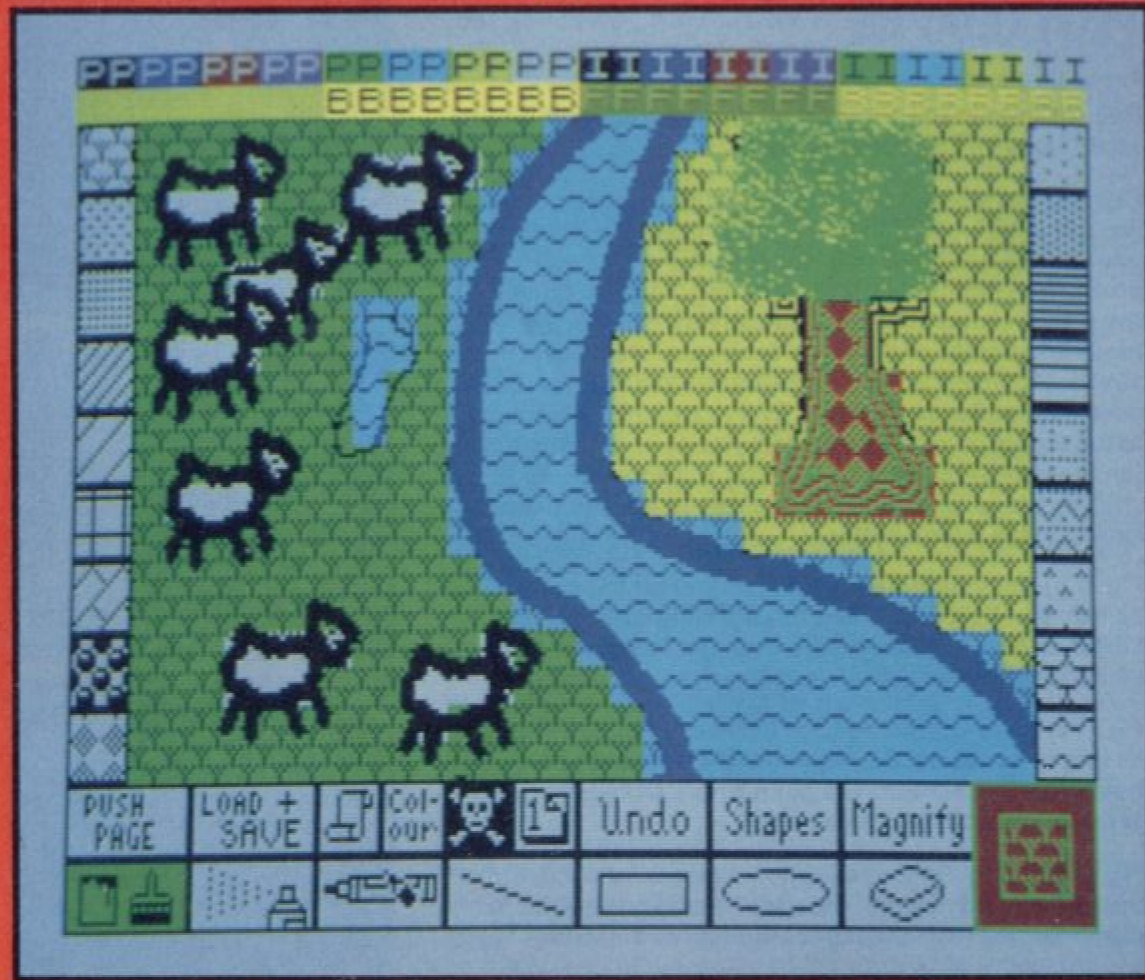
P.S. Please, please with sugar on top, with a cherry in the middle and hundreds and thousands all over, and custard surrounding it.

Darren Harris, Walsall, West Midlands.



- *Darren, I'm not so sure about this 'luscious' business, considering you're a bloke and all but provided we don't have to swop spit or anything like that I think this is the one of the most crawling letters I've ever recieved and deserves a copy of MATCH OF THE DAY immediately.*

THE ICON GRAPHIX TUTORIAL II



Last Month's Icon Graphix tutorial took you through all the steps neccessary to draw logos and get used to using this excellent art package. It was practical but still very basic. This month young Mark Richards gets really cocky as he explains how Icon Graphix can be used to help you in school or business by showing you how to draw graphs and bar charts. What we have here is quite simple but it should start getting other ideas going in your mind. We also cover Menu Page Three - the cutting functions, essential for those who really want to get the most out of their program. This will enable you to really get down to creating on screen masterpieces of your own.

Fig.13)a) Once back on Menu 3, go to Define Boxes Cutting. Draw around the tree trunk only.


13a

Fig.13)b) Then click on the Trace box. You'll see that the trunk has developed another 'ring'.


13b

Fig.14) Do this several more times to get this effect. Good, eh?


14

Fig.15) Back on Menu 1, fill in the tree trunk and the backgrounds to look like this.


15

Fig.16) Add colour if you like! Look at that clash, mahn!


16

And that's that! Cuttings covered! That brings us to the end of the last of our couple of Icon Graphix Tutorials. By now you should all be creating masterpieces faster than the fastest thing in Fast Land, and they should be rather good too. If you have access to a printer, why not send your best creations in to us, and we may even put together a Readers' Icon Graphix Gallery one day. Keep your own tips and suggestions for using Icon Graphix coming in - you could hold the answer to some less gifted soul's arty problems. but most important of all - Have fun...

FOLD

GRAPHS & CHARTS

Ever wanted to plot a graph on your Speccy which you could then print out? Don't bother buying any graph-drawing programs - you can do it all on Icon Graphix...

PLOT GRAPHS

These are graphs where you plot a series of points on the axes and then join then up. You can also do SCATTERGRAPHS in this way, except leave out Step E. Here's how...

Fig.1) a) Let's plot a graph to show the coolness of SU (on a scale from one to ten) against time (in months for one year). First, think of a suitable scale, let's say 10 pixels=one month on the x-axis and 10 pixels=1 unit on the y-axis. Using magnify, you can now draw in the required number of pixels on each axis. We'll need 10x12=120 pixels across and 10x10=100 pixels up. Both axes start at the same point. Every 10 pixels, ink in an extra couple of pixels below (on x-axis) or to the left of (on the y-axis) the axis so that you will know where to put your numbers later. Add a few pixels to the end of each axis to make it look better.

Fig.1) b) Get your data. Our first month on the scale will be Nov'91. We'll give this a "cool" rating of 1.5! Using LINES, draw a vertical line up from the first point on the time axis to the top of the graph.

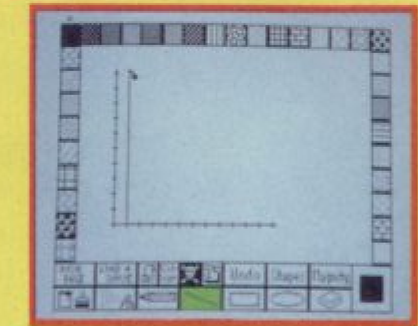
Fig.1) c) Now, 1.5 will be 1.5x10 pixels up on the y-axis, as that is our scale. So, from the fifteenth pixel up, draw a horizontal line across. The point where it crosses the vertical line is the point you want.

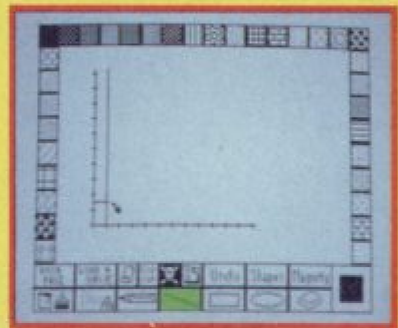
Fig.1) d) Using the Eraser option, you can now rub out the rest of the lines (not the axes!) leaving the point in place. Repeat from step b) for the rest of the data:

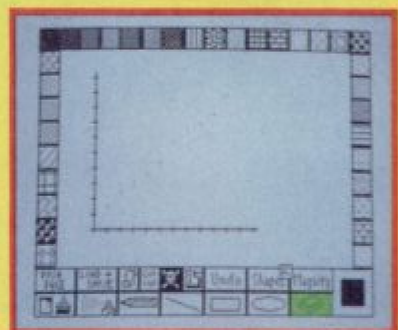
Dec'91 - 2.4	**Jan'92 - 3.1**	**Feb'92 - 3.6**
Mar'92 - 4.3	**Apr'92 - 5.7**	**May'92 - 6.4**
Jun'92 - 6.9	**Jul'92 - 7.5**	**Aug'92 - 8.8**
Sep'92 - 9.6	**Oct'92 - 10.0!**	

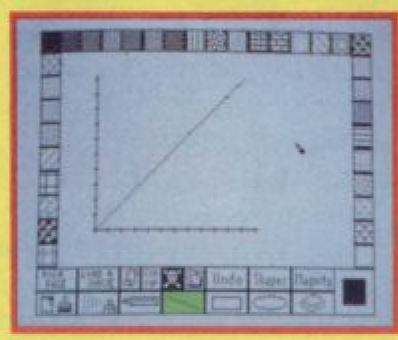
Fig.1) e) Now, using the stretchy Line feature, join each point together. If you prefer, draw a free-hand curve through the points if the points form a curve. (Only do this if you're using a mouse!) I've drawn a line of best fit, as in a scattergraph.


1a


1b


1c


1d


1e

FOLD


10


11a


11b


12a


12b

Fig.10) Click somewhere on the drawing screen but not on the newest sheep. This'll tell the computer that we have finished with this cutting. On the other side of the river, define a shaped cutting on the blank area to whatever shape you like, but make it a 'blob' shape.

Fig.11)a) Click on the Invert Cutting box. You now have a funny shaped hole in the ground. Click on Scissors and move the hole over to within the sheep area. This can be their 'drinking puddle'! (Look, it's artistic licence, OK?!).

Fig.11)b) Click on Trace. The puddle is 'emptied'.

Fig.12)a) Go to Page 1. Fill the puddle with the river's 'ripple' pattern.

Fig.12)b) We'll now draw a tree on the other side of the river. The trunk is simple enough (fill it in solid black) but for the leaves I've used the Spray option.

Fig.5) Click on Menu Page 3 to go back to the drawing screen and now redraw the bottom of the river with a few curves in it. Then re-fill it.

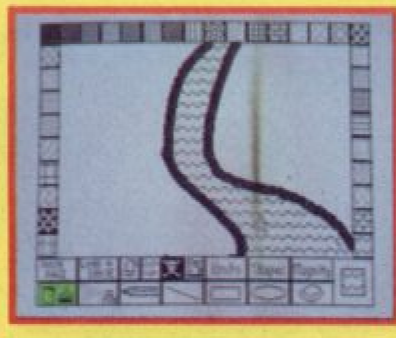

5

Fig.6) On the left hand side of the river, draw a sheep!


6

Fig.7) Back on Page 3, click on Rip Up Cutting (we don't want the river cutting any more) and define a new, shaped cutting roughly around the outside of the sheep and click on the Scissors icon.

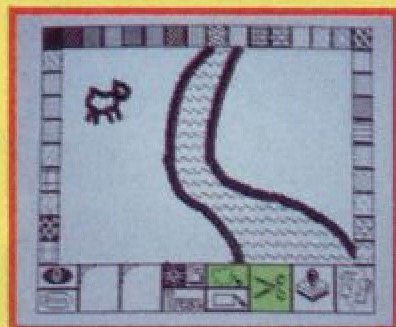

7

Fig.8) Click on the Rubber Stamp icon. Now, click on the centre of the sheep, and, staying 'clicked', move the sheep to a new position and then let go.

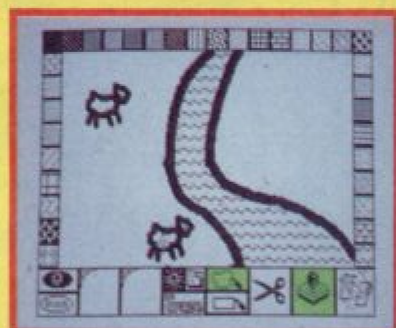
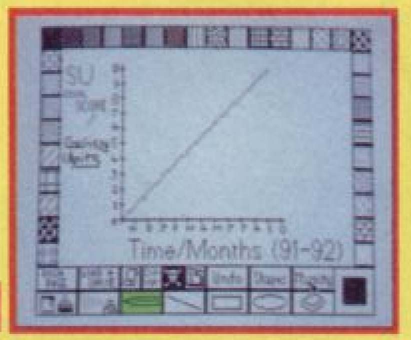

8

Fig.9) There are now two sheep. Clicking on the newest sheep (press the Show Cutting icon if you forget which one it is) and doing the same, you can make several more copies of the sheep around the screen like this (but keep to the left of the river for this drawing).


9


1f

Fig.1) f) Load up a font and enter Menu 2.



1g

Fig.1) g) Type in the numbers along the scales under/next to the points on the axes. (This can be done after stage a). Procedure for adding text explained on last issue. Then you can type in the axes titles. In this case, the x-axis is called "Time/Months" and the y-axis is "SU Cool Score/Coolness Units"!


1h

Fig.1) h) Add colour if you like, but now the graph is pretty much complete. You may like to put a title at the top (eg. "Graph to show...against..."). Otherwise go to SAVE and save it as normal SCREEN$.


1i

Fig.1) i) If you would like to print it out, reset the computer, go into +3 Basic, press EDIT and select the "Screen" option. Then type LOAD "" SCREEN$: COPY. Turn on your printer, get in on-line, get your tape in the right place to load the graph, press ENTER, start the tape and let your Spec do the rest!

BAR CHARTS

Here's how to produce Bar Charts.

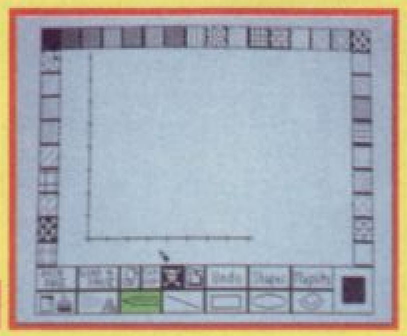

2a

Fig.2) a) Our Bar Chart will show the average number of pages for each section in SU per issue. On the x-axes will go the names of the sections, on the y-axis will go the numbers of pages. We'll cover the eight main sections of SU - Original title reviews, re-releases, Sorceress, Tell It, Suck Up, Up Front, Checkout and Coin-ops. Each one will be 15 pixels wide, so the x-axis will be 8x15=120 pixels long (plus a few more). The longest section, original reviews, has on average 8 pages, so if each page is 15 pixels high we'll need this axis to also be at least 120 pixels high. Remember, when drawing in these axes, mark off every 15 pixels with an extra pixel or two.

FOLD

Fig.2) b) We'll put the sections along the x-axis in order of size, from left to right, largest to smallest. So original reviews is the first column. Fron the first mark of 15 pixels across, draw up a straight line to the top of the graph.

Fig.2) c) On the y-axis, we need to mark off 8 pages, so from the eighth mark, draw a horizontal line across to cross the vertical one. You have formed your bar!

Fig.2) d) You now want to erase the extra bits of the lines, leaving the bar intact.

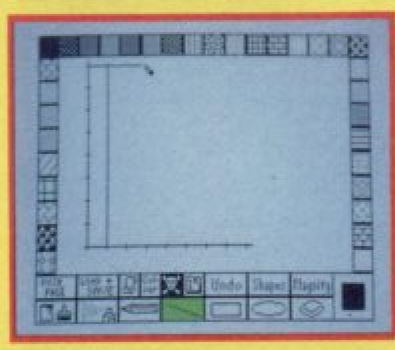
Fig.2) e) Do the same for the rest of the data:

RE-RELEASES - 4 pages
COIN-OPS - 3 pages
SORCERESS - 3 pages
CHECKOUT - 2 pages
TELL IT - 2 pages
SUCK UP - 2 pages
UP FRONT - 2 pages

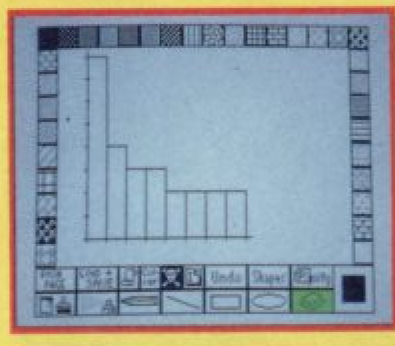
Your graph should now look like this.

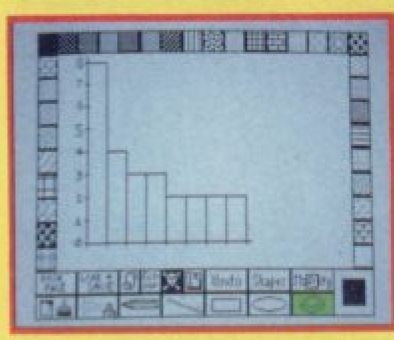
Fig.2) f) You should now label the axes. On the y-axis number the marks 0 to 8, and call it "Av.pages/issue". On the x-axis, label each bar accordingly under the axis. As each is only 15 pixels wide, you may have to abbreviate sections, eg. Up Front - U.F. This axis is called "Regular Sections In SU".


2b


2c

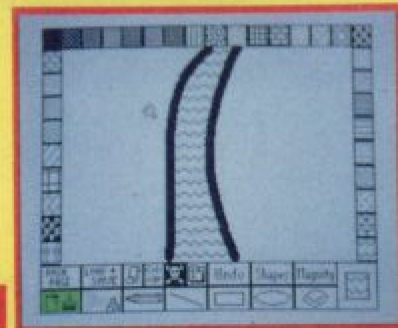

2d


2e


2f

FOLD


2g


1


2


3


4

Fig.2) g) You can now fill each bar. You can either do this with different patterns in each column, or the same pattern throughout. Or you can just colour each one, or colour over the patterns - the choice is yours. Add a title if you like, then SAVE it should you so wish. If you wish to also print it out, follow instuctions for 1)i) above.

You could also draw pie charts, using Circles and Lines, but you may have difficulty getting the angles right.

USING YOUR CUTTING FUNCTIONS

So, you've decided you want to stretch IG to its fullest and design the best picture your imagination can come up with? Well, drawing any picture, you're very likely to need to use the very powerful Cuttings options on Menu Page 3. I have to say, in my unbiased opinion, Icon Graphix's Cutting facilities are the best I've seen on any art program for the Spectrum. Don't believe me? Then let me show you!

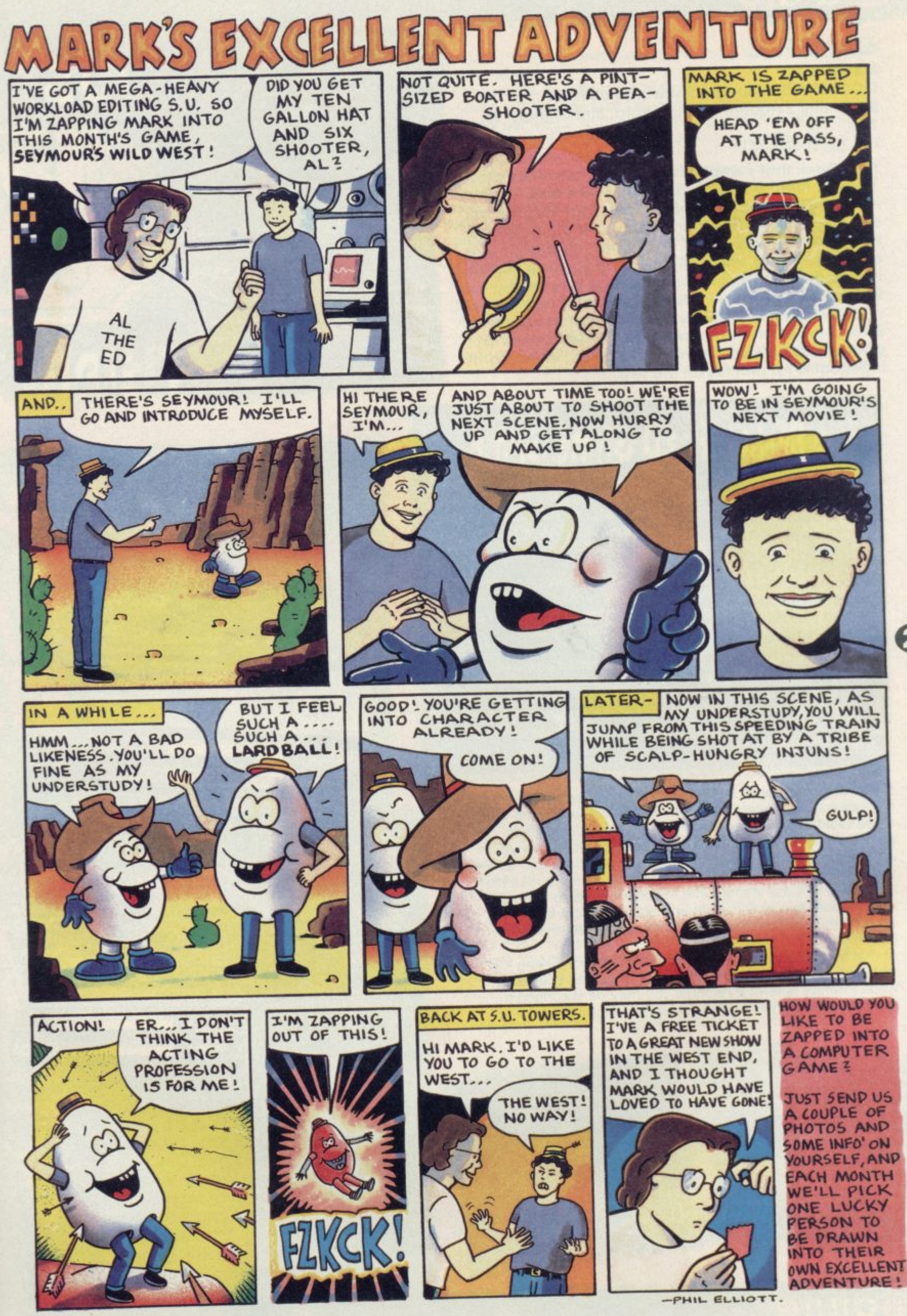
NOTE: SORRY, 48K-ERS, BUT THE ICON GRAPHIX CUTTING FEATURES ARE ONLY ON THE 128K VERSION. THE ONLY ANSWER IS TO BUY A 128K SPECCY!

Fig.1) First, let's draw a pattern on the screen that we can then cut up and hack to pieces. This is a river (or at least it's meant to be). It pretty straight, as you can see. I've filled it by defining a new 'ripples' pattern using the editing function and then using Paintbrush.

Fig.2) Go into Menu Page 3 by clicking on the Menu Page 1 icon twice.

Fig.3) Let's make the bottom of the river meander a bit. Define either a box or shaped Cutting around the bottom section.

Fig.4) Click on the Blank icon. The cutting has disappeared!



—PHIL ELLIOTT.

GAME FILE:

NAME: KIXX
OCCUPATION: Budget Software Publisher
BASE: Unit 3 Holford Way, Holford, Birmingham B6 7AX
TEL: (021) 625 3311

US Gold, that's who Kixx think they are! They alos think they're Microprose, and SEGA and numerous other companies too. In fact Kixx are associated with no less than twenty one other games software companies. But what does this mean? Lots of games, that's what. Although the Speccy's been threatened with extinction for a long time now there's still a few stalwarts left launching new product for it, including Kixx. This is the first of a series of SU round-ups on the companies still dedicated to giving us Spectrum software. Watch out in the coming months for profiles on the rest.





JUST WH

THINK TH

THE RE-RELEASED GAME GAME

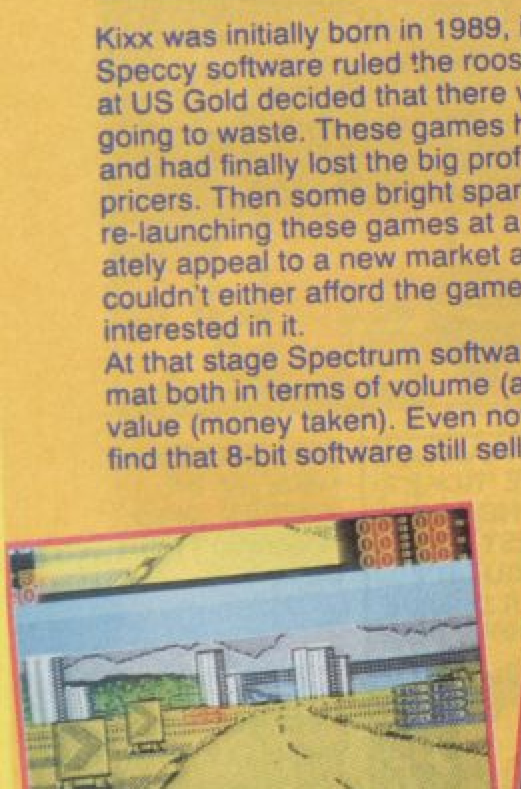
When a game is first released as a full pricer it will typically remain at ahigher price for at least 12 months (unless it's a complete flop). After that, it's reviewed by its publisher and usually put into some sort of compilation. After 18 months it's reviewed again and re-launched as a budget.

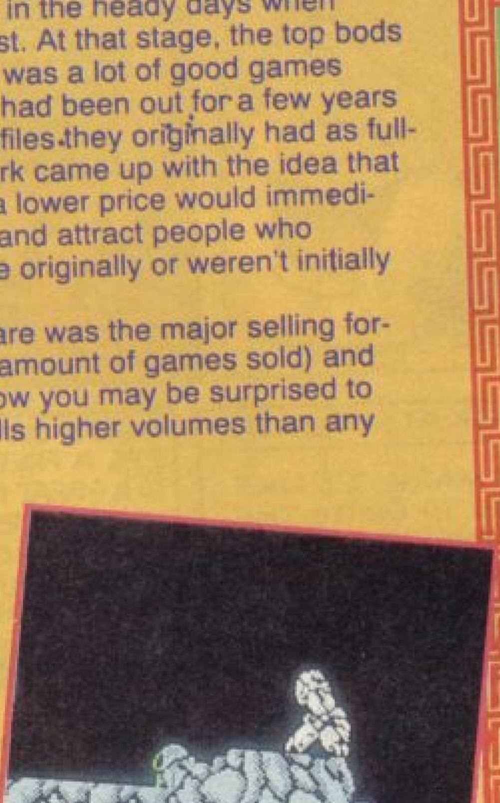
Re-launching a game as a budget title involves completely repackaging the product, usually discarding the big, expensive boxes of the original and using the compact cassette designs we are all well familiar with by now.

The tapes themselves are also new and if a game was originally a big multi-loader it is usually compressed even more to fit onto one cassette. Kixx, like most budget houses, also try to include most of the original instructions for the game and also have technical help phonelines to aid new purchasers.

Kixx was initially born in 1989, in the heady days when Speccy software ruled the roost. At that stage, the top bods at US Gold decided that there was a lot of good games going to waste. These games had been out for a few years and had finally lost the big profiles they originally had as full-pricers. Then some bright spark came up with the idea that re-launching these games at a lower price would immediately appeal to a new market and attract people who couldn't either afford the game originally or weren't initially interested in it.

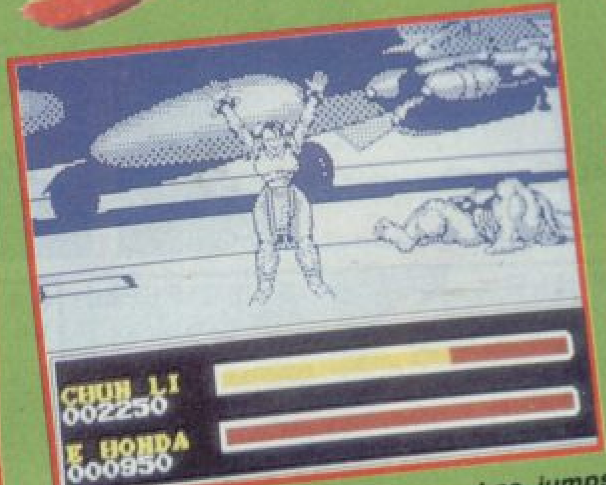
At that stage Spectrum software was the major selling format both in terms of volume (amount of games sold) and value (money taken). Even now you may be surprised to find that 8-bit software still sells higher volumes than any





STREET FI

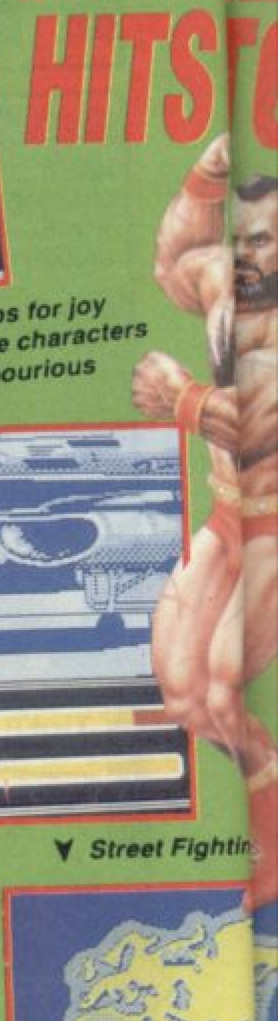
FINA
HITST



▲ *Well known woman about town, Chun Lee, jumps for joy having beaten E. Hondo at a US Army airbase. The characters will be available through a multi-load system. Labourious but brilliant.*



E. Hondo throws his massive bulk into the air and I swear I heard the Speccy Groan. The results will be spectac ular when he lands on Chun Lee. To execute this move press fire, move the joystick down then up. ➤



▼ *Street Fightin*

Kixx's big brother US Gold has been promising Street Fighter 2 for some time now and it's almost here! As usual SU, gets all the exclusive action first. Just take a look at these mega screenshots of what promises to be one of the hottest games on the Speccy for Christmas - if not all year (and next year). So far it's taken the arcades by storm and the Super NES

...HO DO KIXX ...HEY ARE ?





other formats but unfortunately the value of these sales has gone down.

The fact that volume is so high reflects the amount of games still launched for the machine. Kixx have launched twenty games so far this year and have at least another three releases up their sleeves before Christmas. And this in a supposedly 'dead' market.

OK, they're all re-released but I'll bet most of you could only count four or five at most of these products in your collection when first out as full pricers and now you can get them all for £3.99. That's not to say you'd want all of them but the choice is there and when you count the amount of games, original or re-released by other companies such as Codies, Zeppelin, Hit Squad or Alternative and others you quickly realise that the Spectrum has actually had plenty of releases this year.

Among the companies associated with Kixx, (all of whom have had games released by the company) are Storm, with Swiv and ST Dragon, Microprose with Silent Service and Airborne Ranger, Lucasfilm with the Indy Games, SEGA (yes SEGA) with Super Monaco GP and Turbo Outrun, Capcom with Strider, LED Storm and Ghouls And Ghosts. Even old timers Firebird have had Rick Dangerous and 3D Pool re-released.

Thirteen of these games have been marked at over 80% - which is a sizeable chunk. Kixx are therefore unsurprisingly committed to re-releasing games well into 1993 too. As long as budget games are still selling and there are licences around to release Kixx remains committed to the Spectrum Market. Watch out for special Kixx offers in the run up to Christmas and early in the new year.

Watch out next month for the Codies file as Big Al' decodes the Masters (and uncovers a few sneaky trade secrets as well) up in the Dizzy heights of Leamington Spa.

SU'S TOP KIXX GAMES OF THE YEAR

RICK DANGEROUS 84% An oldie but a goodie.

STRIDER 86% High brow arcade action.

MYTH 87% A spicy graphic adventure.

DRAGONS OF FLAME 82% D&D fun on a large scale.

SILENT SERVICE 89% Master Microprose sub sim.

SUPER MONACO GP 84% Sega arcade road racing fun.

INDY'S LAST CRUSADE 81% Rope swingin' antics from Lucasfilm.



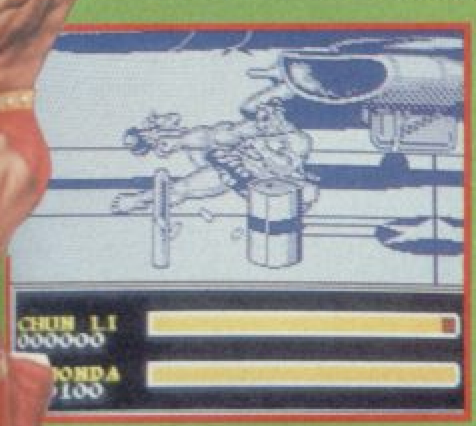


...GHTER II

...ALLY ... TOWN



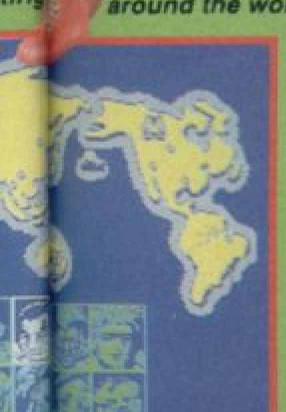
▲ These Screenshots only show E. Hondo and Chun Lee but all the original Street Fighter 2 characters are avail able - along with nearly all their moves (and a few original ones too).



◄ Chun Lee gets felled by a massive running kick from E. Hondo. You'd never think a Sumo wrestler could be so agile. Everyone we've spoken to has been amazed by this version of SF 2. More Next Month.



...ting around the world.



has just had a near arcade perfect version launched. But the Spectrum isn't being left out of the action either. We just don't know how they've done it, but there's a darn fine spanky-looking version currently in the final stages of programming up in Brum. Big Al's a huge fan of the game! So word up and don't forget to catch next month's spectacular preview of Street Fighter 2

Sor

Greetings mere mortals. I don't know if you've ever experienced the feeling of expecting one thing and receiving something completely different. Let me give you an example. You buy a dragon's haunch sandwich, take it out of its cast iron wrapping and bite into it. However, having done so you discover that you have in fact got an anaconda with pickled zillion year old dinosaur egg sandwich. Now there's nothing wrong with anaconda and dino egg if that's what you're expecting but if you actually thought you were going to have a dragon haunch butty then the taste of the anaconda will really awaken all those stomach muscles and have you hurling with a vengeance 'till daybreak. Now there's nothing wrong with that... But.

At the moment I'm sulking 'cos one of my castle minions has just done this sort of thing to me. I ordered frog and bat's bone potion but I was given liquid mosquito head jelly and I just wasn't expecting it. However the most devastating aspect of the whole sad episode is that I didn't actually throw up. Try as I might I just couldn't get pumping. I suppose you can't win 'em all!

So, having tied the offending minion to a large barbecue skewer and stuck her over the mouth of my pet volcano I'm now ready and rearing to sit in my mystical chamber once more and sort through some adventures for you.

To begin with, (and probably to end with judging by the amount of information I have before me), we come to our old friends Zenobi Software, whose headed notepaper informs me that they were voted 'Mail Order software Company Of The Year' in 1988 and 1989. Quite right too in my humble opinion 'cos I think they've got more software on their books than anyone else.

Well Zenobi aren't resting on their laurels (which sounds rather painful to me), and forever releasing top quality adventures for the Spectrum. The first game that leaps up at me is called the Curse Of Calutha, and it is a fairly traditional treasure hunt. From the pen of Laurence Creighton, you play the part of a soul who is just about to embark on a few weeks holiday. While trying to decide where to go you read a book given to you by your Aunt Agatha, and in the book you come across the tale of Calutha, an ancient mystic. He had roamed his homeland for years collecting hordes of treasure and depositing them in the Cave Of Lights.

Many people have searched for the treasure but few have progressed past the legendary Golden Antechamber, so off you go to give it a try.

This two parter costs £2.49 on tape and should delight fans of Laurence Creighton's previous work.

Moving smartly on, we come to a 'magic spells' game called The Violator Of Voodoo. Wow this really sounds like the one for me.

Witts End



GOLDEN PYRAMID

(more objects and their uses):

Remove the hair from the talisman and tie it to the lodestone to act as a compass. The map and compass are needed to cross the quicksand. Untie the hair and thread it back through the talisman before handing it back to the tribesman. The Talisman must be worn when filling the chalice with the elixir. The rope is needed to rebuild the raft to return the lodestone to the tribesman. Turn the red wheel to raise the iron panel just inside the pyramid (which means you can avoid the quicksand). The golden token is given to you by the tribesman when you return his lode-stone, insert the golden token in the slot to open the iron box... nearly there.

SPYTREK

(from where we left off in Paris):

North, west, examine board, enter taxi, tower, listen guide, unlock gate, up (you lose some weight). Enter balloon, up (too heavy and you end up at the bottom of the tower), up (you lose some more weight), drop onion, drop knife, drop key, enter balloon, up. (Guess what happens next. You're absolutely right. Back to the bottom of the tower), up (again. And, yes, you lose even more weight - would that it was this easy in real life to lose flab), enter balloon (you are at last light enough to and the balloon floats away into the Swiss mountains). North, west, enter hut, get skis (the cat won't let you) (shoot cat - Not!). South, up, get spade, enter car, pull lever, east, dig, get rod... To be continued.

GROUND ZERO

(from where we left off):

Exam garage, get ladder, e, unlock door, open door, e, s, get ladder, s, exam bushes. Enter shed, get bucket, exam shavings, get axe, w, n, get ladder, n, drop ladder, chop conifers, drop axe. W, n, w, u, e, turn on bath, fill bucket, w, d, e, get rations, s, w, exam bicycle, exam saddlebag, get wirecutters, e, e, n, cut fence, n, n, push button. General, d, drop bucket, drop rations, u, s, cut fence, s, s, w, n, get bread, w, exam cupboard, get torch, e, s, e, n, cut fence. N, n, d, drop keys, drop wirecutters, get bucket, get rations, close door, torch on, d, wait (repeat until bomb explodes)... To be continued.

KAYLETH

(some hints and tips):

ceress



Described as 'the great temporal struggle continues', we meet the depraved demon of the primal darkness (a close personal friend) who was once banished from Finvarra (hold on, maybe I know a different demon). The slippery eel is now back in town again and has taken over the Caribbean island of Santa Barbaro. This is definitely not cricket old boy so, as Phoenix, you are sent forth to do battle and restore the island to the human population.

As you might have guessed, this is the sequel to Phoenix (which From Beyond readers voted 'adventure of the year'), so if you liked that one you shouldn't object to parting with £2.49 (tape) or £3.49 (disk) for this latest installment in the saga.

Another follow-up, and this time the last one in the 'Silent Song' trilogy, is 'Twas A Time Of Dread', from Clive Wilson. (I'm sorry but this is a really naff name - Al'.) The land has been ravaged by a foul pestilence (no, not the Poll Tax), and as a strapping youth of some seventeen years old it falls on your shoulders to sort things out and save the world.

Again if you're familiar with the earlier two parts of this story you should enjoy the third and final part, as before the game costs £2.49 on cassette or £3.49 on disk.

Next there's some good news for anyone who bought and enjoyed the original Arnold The Adventurer because the fool in the cape is back again in the subtly changed name Arnold The Adventurer II. The evil Scwartze has returned, and as Arnold Tanglewood it is time to don your rusty (and I do mean 'rusty'!) cape and do battle to save the good folk of Hampsterdam.

If you didn't play the original you are missing out on a good and humourous experience, but help is at hand because the original game is also on this tape too. Same price as always.

There are a number of other games now available Zenobi, including three St. Brides games 'licenced' from G.I. Games. These are the original text only version of Jack The Ripper, a magical tale called The Dogboy and a journey back in he called Silverwolf. These and all the other games I've mentioned are available from Zenobi Software at 26 Spotland Tops, Cutgate, Rochdale, Lancashire, OL12 7NX. Byee for now.

Talking to Yagmok (be a void droid, ask for the key, wear the badge he gives you), using the Skimmer (wear the spraysuit, insert the fuse and start the skimmer), Yagmok's island (Q nuts to Dribble, drop the physem nodule in gullet, ride the hoop to escape), up the tree (wear lens in Pyxis, flip knot, examine tablet before breaking it). Socle (enter it, drop rod, drop cube, drop pyramid), Broznek (give him the dime, the bottle contains the water for the compost) Yurek (needs the pod to leave Zymogg, carry him to the dome). Astech (to meet him, open EPO exit with dexta plasma beam, enter as Yurek, put ball in icon)... more next time.

TOURIST TROUBLE

(from the start):

S, get canteen, s, get coconut, climb tree (you can see mountains and a pile of rocks), n, n, fill canteen (with water). E, e, e, s, get rope, w, n, open casket, get ring, exam ring (faith can move mountains), s, e. (you are hungry.) Eat coconut, s, get spade, w, n, n, e, s, (by a mountain), wear ring, say amen (inside the mountain). Up, get torch, down, e, s, dig around, drop spade, get key, e, e, e, open door, drop key, down, s, e, (in a tent and you lose your torch). Get mat, w, n, w, w, w, get parchment, w, s, s, w, n, w, read sign (pray here), say prayers (the nomad gives you a robe)... to be continued.

Getting you Started

SUBSINK

(from where we left off):

Fill beaker, attach sucker, plunge basin, w, n, d, d, e, tip bottle. Drop bottle, get pill, e, get cable, w, s, get battery, n, w, u, u, w, drop cable, e, n, e, e, n. Insert battery, push switch, vacum dust, push switch, get screwdriver, dismantle vacum, drop screwdriver, get cloth, get battery, s, w, get map, w, w, s, dissolve pill, drink medicine, drop beaker, go locker, twiddle hook. Up, get spatula, get test tube, d, leave locker, get jar, wear aftershave, n, e, s, w, spill acid, drop battery, e, s, w, w, w, open door, go door, get yoghurt, get butter, n, e, e, e, n, w, drop butter. E, e, drop map, drop cloth, w, n, e, e, w, w, s, e... To be continued.

ENERGEM ENIGMA

(from where we left off):

N, n, n, e, e, e, n, w, u (boots worn), get key, d, e, n,e, e, s, s, d, e, s. Get magnet, undo screws (of clockface with screwdriver), insert key, turn key (the clock starts ticking), remove plate (using magnet), press pink (meter button), press black (meter button - pink crystal detected). Close visor, examine jewels (of clock movement), get pink (crystal). N, w, u, n, n, n, s, s, enter tunnel, s, w, w, w, get red (crystal). S, s, s, get blue (and green crystal), down (the well, boots worn), press button (on the wall)... And another one bites the dust.

THE GREAT PEEPINGHAM TRAIN ROBBERY

(from where we left off):

North, open door, north, get letter, read letter, return to crossroads, north, west, northwest. Fill can, return to inn, go to room, close door, lock door, wait until 1.00. Sleep, go to crossroads, wait until 9.00, north, answer telephone, dial 4221 (until taxi firm answers). South, wait for taxi, enter taxi, driver Brockley (wait twice), pay driver, leave taxi. North, get helmet, wear helmet, get coat, dial 4221, south wait for taxi, enter taxi, driver Peepingham (wait twice). Pay driver, leave taxi, go to butchers, buy sausages, south, empty can, get ice, find sam shovel, drop ice, get notebook, go anywhere else, read notebook... To be continued.

Sorceress

PRIDE OF THE FEDERATION

(from where we left off):

Put cane in hole, hang wire on cane, e, nw, w, w, down, e, examine notice, get body suit, remove paper suit. Drop paper suit, wear body suit, e, examine dial, examine caps, turn caps, examine dial, w, w, up, up, e, e, examine dial, turn caps (the alarms stop). Examine dial, w, w, down, w, s, s, e, e, open cabinet, get wood, w, w, n, n, e, e, n, drop all, get bucket. E, empty bucket (sand soaks up pool of coolant), drop bucket, w, get all, e, e, examine tub, examine label (superput all-purpose filler), get superput with wood, w, w, repair leak, drop wood, s, e, se, w, press button (the generator starts), e, nw, w, n, e, get steps. W, s, e, se, sw, s, remove body suit, drop all, up... End of part three.

THE MENAGERIE

(from the start):

I, drop handbag, s, se, sw, w, w, s, search (scarecrow's hat). Get hat, sw, w, nw, nw, u (to starcross - search for the bloodstone of baal). E, e, s, e, w, exam sign, w, exam panel, press orange, e, e, e, exam bot. Exam badge, wear badge (can now go to blue level). W, w, w, press blue, e, e, nw, w, get commlink, wear commlink. E, se, w, w, press red. E, e, search (xis guide), get guide, examine guide, e, scan alien (beekay), say to beekay "hello"... To be continued.

Letters

Chris Flood, a Sheffield resident, writes: I've been given a copy of Level 9's Scapeghost (legally I hope!), and am having some trouble in part two. In the lounge of the house, in the chimney, there is a scrap of charred paper, but I can't just can't get hold of it. I think I'm either entering something incorrectly, or I'm not using the right words, or is it one of Level 9's "bugs"? Could you help me with this one, please?

* *Bug. BUG! The last refuge of the stuck adventurer! No, this is not a bug, it's just a rather tricky problem. Since you can't reach the paper from inside the house and you don't know where it is from outside the house (being a ghost, you can put your hand through the wall). You won't be able to get the paper without the help of Ghost Joe Danby, and you need him to go inside the house and put his hand through the bricked-up door which is immediately next to the chimney. While he's doing this, you are waiting outside on the lawn, and once you've seen his hand you know where the chimney must be and you can then push the paper from its ledge. You are then able to go and get it out of the chimney.*

Jennifer Green, a young lady from Luton, writes: In project X - The Microman, I'm having quite a few problems getting used to playing the game (which proves what a good adventure it is, I suppose). Anyway, my big problem is that I'm stuck at the rockery. There is a windowsill nearby, but I can't seem to jump there, so I was wondering if you could tell me what to do.

* *There are some good puzzles in this game, revolving around the fact that you now have to "think small". At full height, you would never think of using a twig as a bridge. I mean, you'd need a whole tree, or a plank, or something like that. But when you're very little, a twig would make an excellent bridge!*

Stuart Daniels, based in Birmingham, writes: I've been playing The Enchanted Cottage, and I am having the usual adventure difficulties in that I can't get across a ravine. For one thing, it's wide, and for another thing, there's a giant standing in front of it. I've tried giving him treasure, like you usually do, but that hasn't worked, so have you got any bright ideas for me to try.

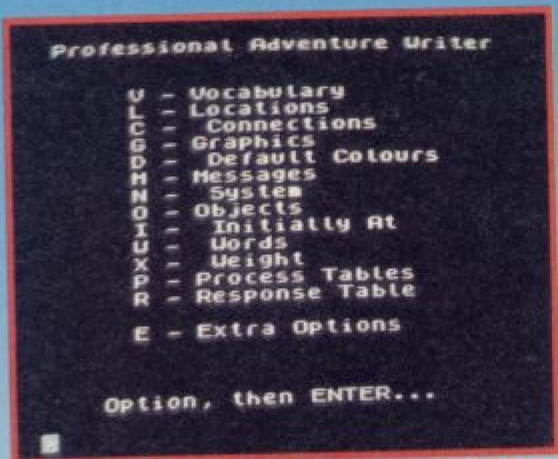
* *Oh, yes! If you've found the trapdoor in the house, you will have found the mirror. And if you've found the mirror you can then "cast a reflection at giant", who will promptly collapse across the ravine and form a bridge so that you can get across. (Weird eh?)*

Paul day, a citizen of Colchester, writes: Mansion Quest has been troubling me, because I can't get into the safe. After you demolish the wall with a pickaxe, there's a safe nearby, but I can't open it because I don't know the combination, and I can't find any books or scraps of paper with it written down anywhere. Help!

* *The combination of the safe is, quite wisely, not written down (like PIN numbers). But you can find it by seeing that the missing snooker balls have the points values of 2, 7, 5 and 3 (in that order!).*



THE S.U GUIDE TO PLAYING AND W



The first page of the main menu of PAW. Enter whichever function you need.

The second part of *Larry Horsfield's* adventure writing tutorial gives us a basic outline of the first location in "Dawn Patrol", your very own adventure...

Having obtained a copy of the Professional Adventure Writing System (universally known as PAW) from Gilsoft you can power up your Speccy and load it with the instructions relating to your version of the Spectrum. Before I start though it's important to note the differences in the system when using different types of Spectrum. If you have a 128K Speccy then load PAW in 128K mode, it will work perfectly well on a normal +2. However if you have a 128K +2A (the one with the black casing) or a +3 beware, you should not, at any time, select and use the Text Compressor, option K on the main menu.

Due to the different circuit board installed in the +2A and the +3, the text compressor of the tape version will not work. If you do try to use it while your database is loaded it may become corrupted. Gilsoft are aware of this anomaly but have not been able to remove the bug.

If you have a 3in +3 disk or 3.5in +D disk version of PAW make sure to read the instructions relating to making a backup of PAW. With disk versions you can save your database onto your 'working disk', and if you save it using the filename "START", your database will load straight away from disk whenever you load PAW.

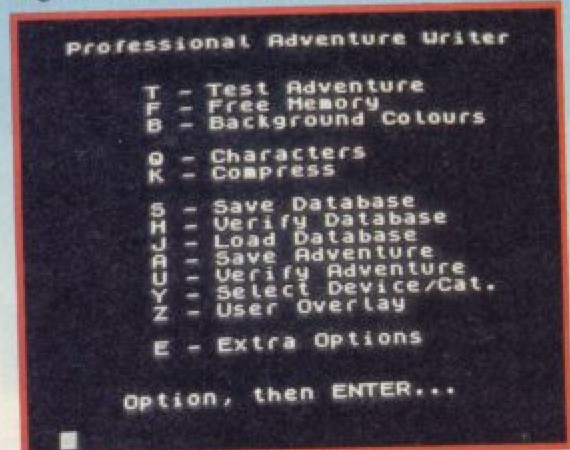
GETTING STARTED

O.k. PAW has loaded and the title page is on screen. Press any key to go to the Main Menu. You will find all the functions you need to create your adventure in this menu.

The adventure I'm going to teach you how to program is entitled 'Dawn Patrol' and consists of 8 locations, including loaction 0 which will be the "title page". The map of the adventure is shown in figure 1. The plot is as follows.

You are a soldier who is due out on mounted patrol in a few minutes. Some pranksters among your comrades have hidden your helmet and chainmail and you must find these before you can join the patrol. I will also be including flag-manipulation and screen display techniques that are not given in the PAW tutorial adventure. So make sure you follow closely.

IMPORTANT: Throughout these articles I will be instructing you to input entries into PAW, be they locations, messages or responses/process table entries.



The further adventures of the PAW main menu. So much choice!

Everything to be entered will be placed within brackets: {}. The "I" in the first set of brackets instructs PAW to insert the entry into the database. In later articles I will dispense with the brackets and the "I", as by then you should've got the hang of how entries are inputed into your PAW database.

LOCATIONS

Let's start with the locations (which we will shorten to Locn). From the main menu, select L to enter the sub menu for location texts. Locn 0 is already present and if you type {A 0} (Amend locn 0) you will see that a location text is already present. To clear this press EDIT twice. Any PAW adventure automatically starts at locn 0 and this is used as the title/introduction page. As we don't want the title to be on the very top line, we must insert a couple of blank lines. To do this, press EXTEND MODE then the 7 key followed by delete. You will see the cursor skip down one line. This is known as an ESCC7. Do this again to leave two blank lines at the top. Now press the space bar 10 times and then type the title {DAWN PATROL}. Now we want three more blank lines so repeat the ESCC7 inputs three times. Now for the introductory storyline, i.e. the plot.

Type the following in. Don't worry about words going onto the next line or there being a space at the start of any of the lines.

{You are a soldier in the army of King Zog and are due out on mounted Patrol in a few minutes. Some pranksters have hidden your helmet and chainmail, so you must find these before you ride out to join your comrades - before your commander notices your absence!}

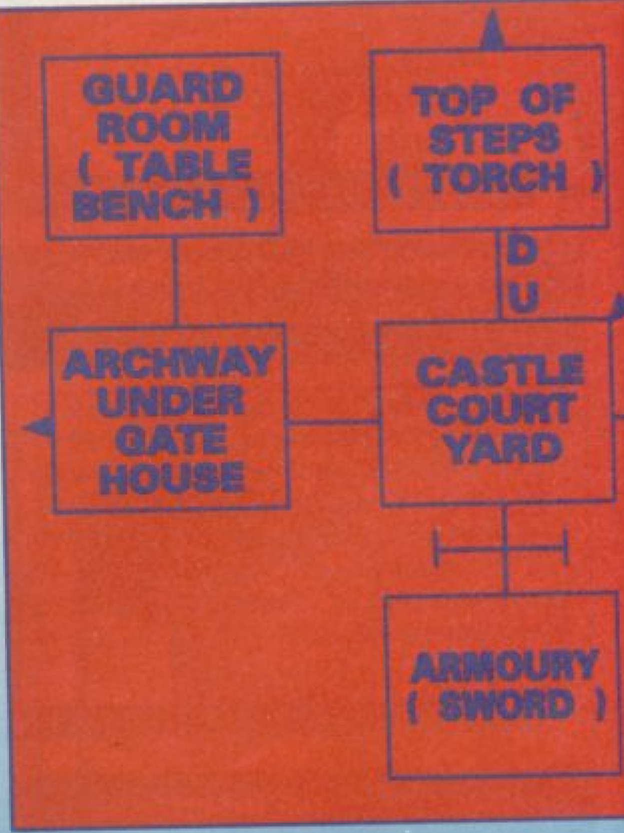
We must now insert the other 7 locns of the adventure so, from the locn Sub Menu enter I. You will see Location 1 at the top left of the screen and the cursor at the bottom left. Insert the text for the following locations, then if you type P you will see all 8 locations scroll up the screen.

Locn 1: {I am in the castle courtyard. The stables are east and an archway leads west under the gatehouse. On the north side a flight of steps goes up to the castle entrance and to the south is the door to the armoury, which is }

Locn 2: {The armoury is a cool, dark chamber with all manner of weapons in racks on the walls. The door, north, is }

Locn 3: {I stand in the castle stables, with freshly laid straw underfoot. An opening leads east into the tack room and the courtyard is to the west. }

Locn 4: {This is the tack room, where racks and pegs hold all kinds of horse riding equipment. The stables are west. }



Locn 5: {At the top of the steps is the entrance to the castle itself. Two soldiers stand here on sentry duty, holding long halberds crossed in front of the open doorway. I can see the throne room north and behind me the steps lead down to the courtyard. }

Locn 6: {Under the gatehouse archway I can see, further to the west, the horse patrol I am supposed to be part of. A low doorway leads north into the gatehouse, and the courtyard lies east. }

Locn 7: {This spartan chamber is the guard room. The only comforts are a bench and table, and a fire that burns merrily in the hearth. On one of the walls

WRITING ADVENTURE GAMES

PART TWO

is a large notice. }

You will notice that locn's 1 and 2 are missing a word at the end of the text. This will be printed on-screen when the adventure is running and I will detail how this is done later. You can also see that I have put a blank space at the end of each locn of text. This is because of messages which will be tagged on to the end of each locn text. Note that I also ALWAYS put a blank space at the end of every message I insert into a database and for the purpose of this tutorial you should do so as well.

PROCESS AND RESPONSE

Having inserted the locations, we must now insert the connections between them so that we can move around. This is done in the connections table for the locations where we can freely move around, but from the title page to location 1 we need an entry in PROCESS table 1. Movement into and out of the armoury, locn 2, is dealt with in the RESPONSE table, and this will be dealt with later. Process table 1 is

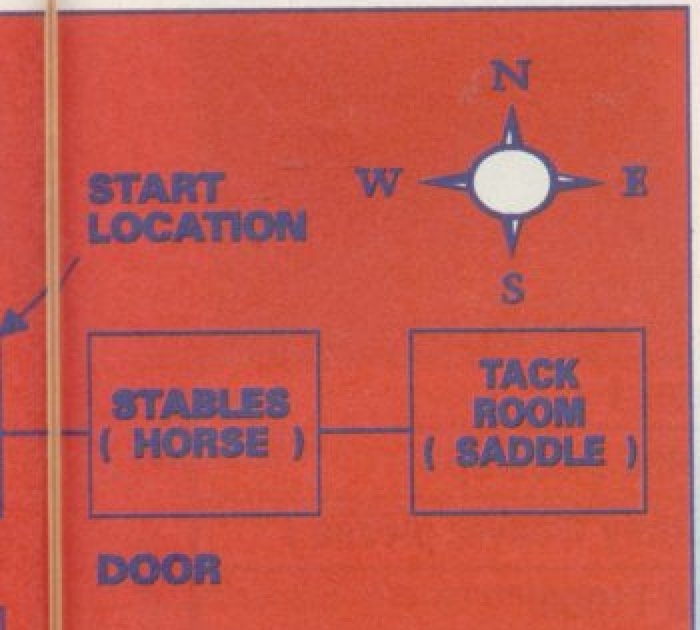


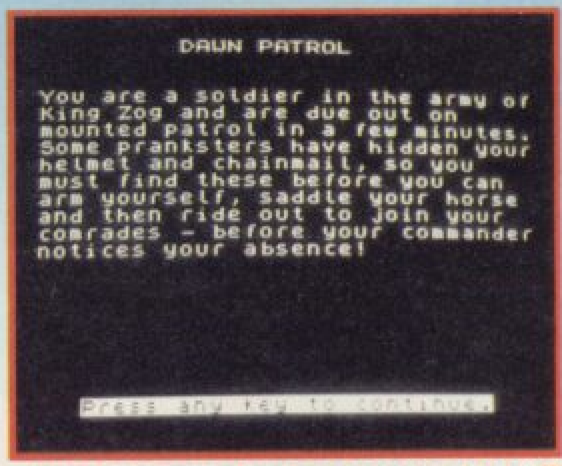
Figure One
The first few locations of a typical adventure map.

scanned by PAW every time you move into a new location, or a DESC action is acted upon. From the locations Sub Menu, type Z to get back to the MM and then select option P, the proces tables.

The first process table you go to is. Process (PRO) 2, which PAW scans after each input from the player - in effect it is PAW's "go" at the adventure!

We need, as I said, to put an entry into PRO 1, so select that process table by typing S 1 and pressing ENTER. If you press P you'll see just two entries in the table, which deal with displaying objects on the screen according to whether it is dark and the light source that is available - more on that later.

Before I go on, I must tell you about the "null word" symbols used in PAW, these being the asterisk symbol "*" and the underline "_" symbol - this latter has another use which I'll mention later. The "*" will always be placed BEFORE any vocabulary word used in PAW and the "_" symbol. This symbol will appear AFTER the "*" or a word. The positioning of entries in the response/process tables of PAW is often very important. You can use the null words to lace entries in a



▲ *The first ever adventure message you will proauce. Well done. Have some tea.*

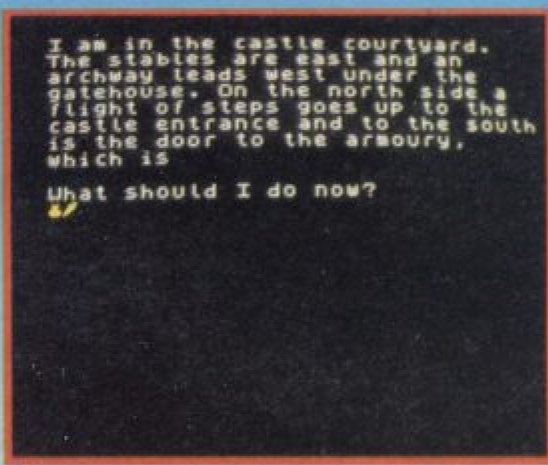
certain position so that they will be acted upon in preference to other entries if necessary. This will be illustrated later.

PROCESS 1

The two existing PRO 1 entries are "* _". The entry we need to insert into PRO 1 should go AFTER these two, so we use the same symbol. So, type I (for insert) followed by an asterisk then a space then an underline symbol, i.e. {I * _} then press ENTER. What you typed will now be at the top left with the cursor atbottom left. The entry we need to insert is as follows: {AT 0 ANYKEY GOTO 1 DESC}. This means that at AT loacation 0 the program should wait for ANY KEY to be pressed, then to GO TO location 1 and DESCribe that location. If you have typed that correctly, press ENTER. The word "Inserted" will appear top left under the "I * _" and you should press any key to return to the SM.

Now press Z for the MM and select option C for the connections table. If you screenprint the table by pressing P, you'll see that blank entries are present for all locations. Ignoring location 0, we'll insert the connections from loc 1, so type {A 1} and press ENTER. Consulting the map or reading the text for locn 1, you can go east to the stables, west to the archway and up the steps.

On the map I have indicated there is a door that leads south to the armoury and initially this door will be closed. Also, I intend that the armoury will be a dark location, where you will need a light



▲ *The second part of the first ever adventure message you will produce.*

source to be able to see, and therefore going south from location 1 and north from location 2 will be dependant on two of the FLAGS which PAW uses.

So, the connections entry for loc 1 will be: {E 3 W 6 U 5}. Below are listed the entries for the other locations, except for locn 2 which will be dealt with later:

Location 3: W 1 E 4
Location 4: W 3
Location 5: D 1
Location 6: E 1 N 7
Location 7: S 6

You will also notice there is no entry for going west from location 6, nor for going north from locn 5. This is because the player can only go west to join the patrol on the horse, and the sentries will stop you going north into the castle. Having entered all those connections, we can at last test the adventure. Go to the MM and select option T to test the adventure. You will be asked if you require diagnostics, but just press ENTER. On the title page, you are instructed to "PRESS ANY KEY TO CONTINUE" and doing this will take you to location 1, the castle courtyard. From here you should be able to move into any location except the armoury. To break out of the Test Adventure mode, input QUIT then follow the prompts to return to the MM.

Before we deal with the movement into and out of the armoury, we must insert the messages that we wish to appear on screen in response to the player's inputs. This is where we'll pick up the story next month. In the meantime get yourself a copy of PAW and try out what we've done so far. I hate to sound like a school teacher but if you don't understand what we've done up 'till now you'll start getting lost next month.

Remember PAW is a vailable from Gilsoft, 2 Park Crescent, Barry, South Glamorgan, CF6 8HD. It costs £9.95 as a tape starter pack with manual and is also available on +3 and +D disks and £20.95.

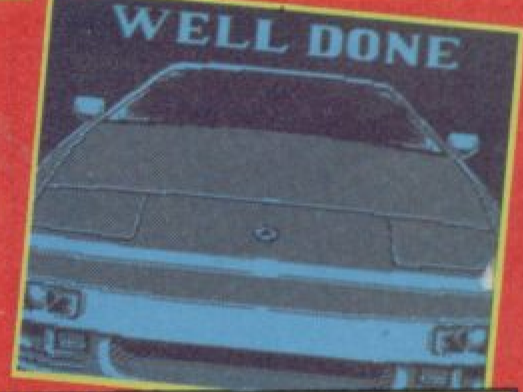
By Larry Horsfield

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CHARTS



What are the top selling Spectrum games at the moment? Well there's a few surprises and a few sure bets too! Brought to you by top mail order Co. Software City we've combined Budget and Full price games into one chart to give you a good idea what's actually selling Best.



AL'S TOP FIVE WEAPONS OF DESTRUCTION



1	Jesse Ventura's Minigun In Predator 1
2	A Star Wars Light Sabre - Unbeatable close up.
3	Any Gun From Aliens. (And Sigourney Weaver please.)
4	His Socks. "My socks could stop a T1000!"
5	E. Honda from Street Fighter 2

STEVE'S TOP FIVE BABES



1	Christine Brinkley. Billy Joel's a spawny get!
2	Claudia Schiffer. Bardot of the nineties.
3	Betty Boo. Her new look is wow mahn!
4	Danni And Kylie. Sisterly babes.
5	Cindy Crawford. Ohhhhhhhhhhhhhhhhh!

ED'S TOP FIVE HAIRCUTS



1	His Own ("It's been months since I washed it")
2	The Cave Man From "California Man"
3	Right Said Fred's Smoothie, Fred Himself
4	Pat Sharpe - Need I say More
5	Cher. Is it really hers though?

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COIN OPS

ART OF FIGHTING



SNK

As the name of this game subtly hints, Art of Fighting is, suprisingly enough, a beat 'em up. Programmed by SNK, masters of all and sundry that happens to somersault and spin onto the NEO GEO, this is yet another shot at the title presently held by the almost mythical god of one on one beat 'em ups, Streetfighter 2.



Where is that darned Yuri? Rob vs Todo.

★ ★ ★ ★ ★ ★ ★ ★

He's as hard as nails and there's nothing he likes better than a slap up feed. He's Gary Harrod, king of the Coin Ops, but can he withstand the might of this month's bonanza of arcade fun supplied by ElectroCoin. Prepare for some fight and food related frivolities as Gary slips in the back door for a sneak look at the latest and greatest from SNK, Capcom and Data East.

★ ★ ★ ★ ★ ★ ★ ★

The plot has all the usual depth and character development that is the hallmark of any good martial arts extravaganza, be it movie or video game. In short, your hero and mine, Ryo Sakazaki has discovered that his sister has been kidnapped. Just who has done this dastardly deed? The only way this mystery can be uncovered is by gently beating it out of six mighty combat masters and, well, that's just what Ryo intends to do.

In one player mode this means taking the role of either Ryo or his close pal and sometimes rival, Robert Garcia as they enter the sinister 'South Town', fists greased, teeth grinding, ready to mete out their special brand of justice. In two player mode, both players are free to select their character from either the heroes or the villains, a la Streetfighter 2. That's eight dealers of destruction in all. Take a close look at some them and you'll find yourself overcome by a strong feeling of deja vous.

Take John Crawley, The Mad Sailor for instance. I don't know whether he's mad or not, but he must have been a fan of SF2's Guile for some time. Still, there's no denying that Art Of Fighting's characters are all well designed and have some well 'ard moves up their sleeves. And a few surprises too. Watch closely when you beat King, the handsome young waiter, you might just discover that he is in fact a girl!

Art Of Fighting may mimic the tried and trusted beat 'em up formula, but it must be admitted it does it very well. There are lots of special moves to uncover, ranging from the usual super speed punches and spins to such irregularities as Mickey Rogers' bizarre ability of drawing strains of hidden oriental power from the earth with a mystic kick - and all this from an amateur boxing champ. There are also some neat touches like the fighter's faces swelling up when injured and their 'Chi' (hitting) powers draining until meditation is required to restore them.

Perhaps the most impressive feature though, is the way the screen zooms smoothly in and out, providing miraculous close ups of the action when it heats up and enlarging the main sprites to absolutely gob-smacking proportions.

All in all, the action just isn't as satisfying or addictive as Streetfighter 2, but this is still a very good shot. It has nearly twice as much memory, weighing in at an impressive 102 Megabytes and a lot of neat features, so should you ever happen upon Art of Fighting at your local arcade emporium, it's certainly worth pumping a couple of hard-earned tenpees into. Don't expect miracles though.

Addict Factor 89



Jack Turner is a really bad guy. Booo!



But John Crawley isn't scared. Yet!



Jack body slams King. See ya later.



DIET GO GO

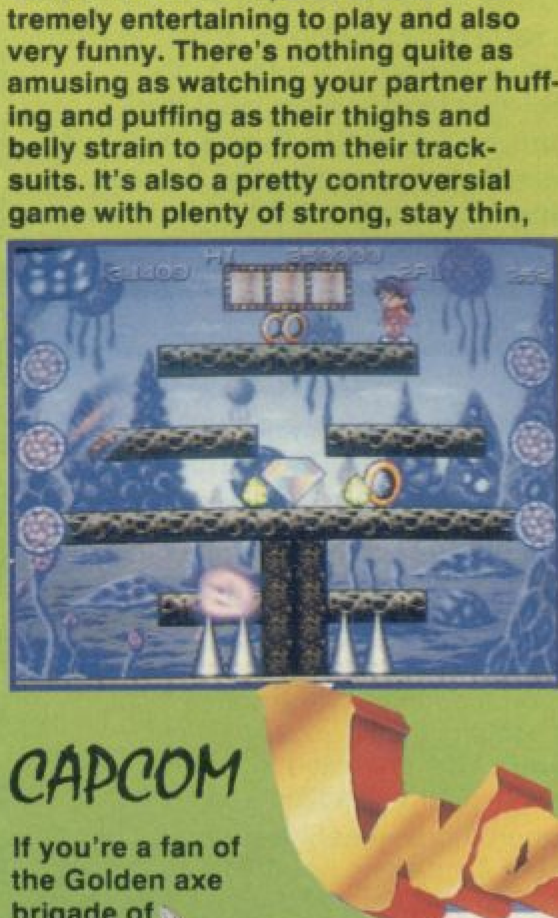
DATAEAST



You could be forgiven for mistakenly believing this to be a refreshing, sugar-free soft drink, but you'd be wrong. It is in fact the latest contribution to the coin-op scene from Data East. Using the tried and trusted gaming formula that produced such memorable hits as Bubble Bobble, Snow Brothers and Wani Wani Worlds, this is one of those lovable, one screen, collect as much as you can and kill the baddies type platform romps.

For either one or two players, this means taking the role of a couple of weight conscious teenage girlies, leaping from platform to platform and feeding all the baddies you meet by throwing food into their mouths until they get so fat that they float to the top of the screen. Then it's a simple task to hit them, thus bursting them all over the screen and killing any other villains that happen to get hit by this fat fodder. Simple enough, right? Well yes, as long as you don't eat any of the food that they throw at you. It doesn't matter what it is, ice cream, sweets, even carrots have a horrific fattening effect on you. Resulting in your character getting slower, breathless and extremely red faced. Too much grub and pop goes the weasel. (You die).

Cute and colourful, Diet Go Go is extremely entertaining to play and also very funny. There's nothing quite as amusing as watching your partner huffing and puffing as their thighs and belly strain to pop from their tracksuits. It's also a pretty controversial game with plenty of strong, stay thin, peer pressure type comments such as "Let's Diet" littered throughout. The characters also seem to constantly shout "Mick Jagger" for some strange reason too. Though this could just be my bad hearing.



There are loads of varied looking, progressive levels and some pretty cleverly designed end of level bosses, all based around particular themes. Be it the prehistoric era or Transylvania, none can escape from this game's almost fanatical approach to dieting. Oh and look out for a cameo appearance by the Atomic Runner if you ever get near the end of the game. I never knew he was such a greedy pig.

Altogether, a topper coin-op which I thoroughly recommend you try out if you're into the Snow Brothers style of game. Just don't pump your lunch money into the machine as it'll leave you feeling decidedly peckish.

Addict Factor 90

CAPCOM



If you're a fan of the Golden axe brigade of games then Warriors of Fate will not disappoint you. The action comes on fast and furious, though the genre is looking a little tired now.

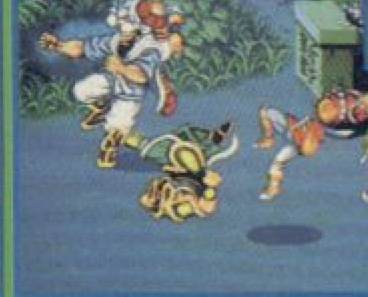
The Coin Op lobbies of Britain simply abound in the new generation of beat 'em up games. They're full of amazingly re-created combatants, action and special moves and they're getting bigger and bigger in size. Warriors of fate is one such game and it's graphically anyway one of the better ones around. The basic storyline is based around a mythical far eastern country, Shang Lo. Ruled by the evil lord Akkila Orkham it lives in the depths of fear despair. There is only one hope, only one potential saviour - Kuan-Ti a young and mystical warrior with the might and the will to succeed.

Kuan Ti is helped in his task by five mighty warriors and a powerful magician. But they face the incredible might of Akkila's armies and despite their martial talents the task isn't going to be easy.

Warriors Of Fate is a great graphical battle-fest. Two players can choose which character they want to be then battle to the death with the enemy in an attempt to save the country from destruction. Akkila's minions are varied, from regular footsoldiers and armed peasants to massive armoured combatants that're going to take some time to beat.

Addict Factor 85

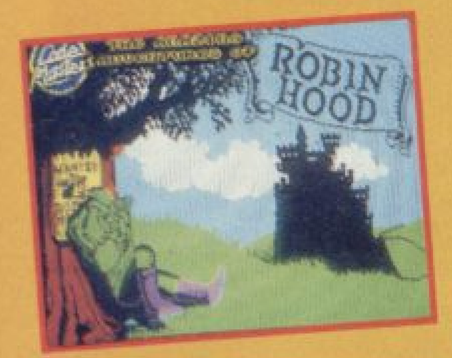




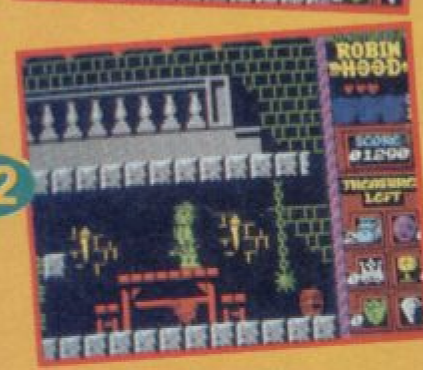


A Portor, Subutal and Kassar in action against evil.

ROBIN HOOD LEGEND QUEST













LABEL: CODEMASTERS

OUT: JANUARY '93

Not so long ago in Olde Glasgae there lived an evil Sheriff named Jimmy who collected the poll tax with such dogged perseverance that his infamy spread far and wide among the poor souls of bonnie Scotland's fairest city. Then one day a man named (perhaps not very surprisingly) Jimmy, decided to stand up and be counted. Jimmy Hood. He made the Sheriff's life a misery by boarding up houses and throwing wet hankies at him and organising local bands of 'worried men' to sort out the Sasanach tax. They say Jimmy Hood and his adversary, the Sheriff of Glasgae are descended from another famous duo...

The legend of Robin Hood and the Sheriff of Nottingham has been around for a long time, in fact it first appeared in Langman's 'Piers Ploughman' in 1377 and I'll bet that he didn't have an American accent in any of the original tales. (Wow, what a poke in the eye for Kevin Costner!)

Anyway, ever innovative Code Masters are once again reviving the story, this time basing the Spectrum version on a console game called Super Robin Hood. Robin Hood - Legend Quest promises to be a well animated, beautifully coloured game with plenty of action and levels.

We've only seen a preliminary test version of the game so far but it's looking good. The basic storyline is that Maid Marian, now Robin's wife, has been kidnapped by the Sheriff of Nottingham in an attempt to stop Robin's so far successful career of robbing the rich and giving to the poor. Thus undermining the Sheriff's policies of high taxes and high interest rates. (Hmm, sounds familiar, I wonder was he trying to 'kick start' Olde Nottingham's economy.)

Anyway, Robin must now rescue her by breaking into the castle and finding his way to her chambers. There is also lots of treasure hidden within the walls of Nottingham castle so Robin has to collect as much of this as possible to give to the poor.

The castle is like a maze so it's going to be extremely difficult to guide Robin around. There are bedrooms, dungeons, kitchens, torture chambers and hidden rooms to explore but before you leave any room you've naturally got to find the key! Needless to say there are lots of traps in the form of swinging axes and spikes, and guards too so the journey doesn't look easy.

However Robin, like his real life (or legendary at least) counterpart is equipped with a bow. This is where the graphics really come into their own. Not just content with a little featureless sprite and a fixed bow, Codies have created a real gem of a Robin hood with a turning, smiling face and a bow that he raises and stretches every time an arrow is fired.

Robin Hood - Legend Quest looks the business. It promises to have both action and puzzle solving with a cute character and storyline. Check out the full review soon to find out if it meets up to our expectations.

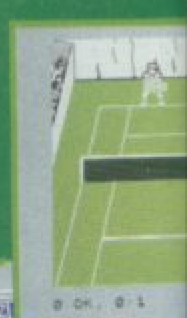
INTERNA TEN

LABEL: ZEPPELIN

NAAHH! It was in! I'm telling you! That ball was innnn!!! There are a lot of tennis simulations available on the Speccy. So what can a new one really offer us apart from the opportunity to yell our lungs out at our Speccys and playing partners when a dodgy in-court decision is made?

Well Zeppelin reckon they've got a lot to offer with their new game International Tennis. It's not going to be a 'simulator' as such, more an arcade tennis game with lots of action and, hopefully, speed.

It will have single player vs computer and two player modes, with joystick and key board control. And there's a doubles tournament too! The programming emphasis so far has been





CRYSTAL KINGDOM DIZZY -VII-

LABEL: CODEMASTERS

OUT: NOVEMBER '92

Star Wars made it to three. Police academy made it to four. Rocky made it to five. And Star Trek made it to six. Well the one of the UK's favourite computer games characters has just beat the lot of 'em. That's right Dizzy is about to star in his seventh sequel. Yeah!!!

This game is due for release in November, as a full price title. I asked Codies why, with so many Dizzy games out there on budget, they're going to launch a full price one. The answer was simple: Dizzy VII is much more than one game. It is in fact set up like four normal Dizzy adventures rolled into one, but all linked by the same basic storyline. And it's darn good too! - We'll see.

The storyline goes something like this: Poor old Grand Dizzy is getting a bit dodgy these days. He's mumbling to himself, sweating a lot and generally wandering around looking for all the world as if someone is just about to stick him in a cup and crack his head open with a teaspoon. To make things worse the old codger has babbling on like a Jehovah's witness, claiming the end is nigh for Dizzyland and the Yolkfolk.

It transpires that according to legend (which only Grand Dizzy remembers), that if ever the treasures of Zeffar (an ancient ruler-god) get nicked from the Ice Palace, their shrine, an evil curse will be cast all over the land and the Ice Palace will start to melt, flooding and destroying the world. Unfortunately these treasures have indeed been pilfered and the only way to reverse the floodgates is to recover them and put them back in their rightful place.

As usual Dizzy, the super hero of his age, has to sort out the problem out by going on yet another adventure. It will take place over four different landscapes; Yolkfolk Village, Blackheart's Pirate Ship, A Desert Island and the aforementioned Ice Palace and it is intended to make each of these a separate game-within-a-game. At the end of each level there's going to be a password system to allow you to start immediately on the next level once you've initially completed the first.

Watch out for the enemies on this one though, they're reputed to be the toughest yet on a Dizzy game. You'll need to get some practice jumping and jiving before you get your hands on it.

So far Crystal Kingdom looks good There's a new control mechanism which we'll reveal to you next month ('cos we're not quite sure how it's going to work yet, doh!) and the graphics and sprites are classic Dizzy with lots of smiley faces, platforms and interactive characters. Check out the full review here, SOON!









ATIONAL NNIS

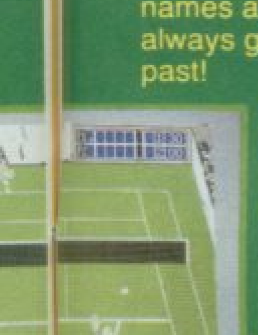
OUT: OCTOBER '92

on playability rather than fancy moves but this doesn't mean that there'll be any lack of variety when taking shots.

Most realistically there are three court options - clay, grass or hard court. The type of court you choose will effect playing style because hard courts are a lot faster than clay or grass etc. (Obvious eh? Just thought I'd tell you though.)

There are no well known player names associated or, for that matter even mentioned, in International Tennis but maybe this is a good idea as big names attached to sports titles haven't always guaranteed a good game in the past!

Check out the screen shots. Not bad eh? Don't miss next month's review. Then we'll see what the game is really like. What a racket eh?





SCA

Aha! SU Towers has been bombarded by tons of SAM software ever since Big Al' said he'd give it coverage if anything decent arrived along. Well it did. An arcade game creation package and a WP. Don't rely on others for your games - check out SCADs, and write your own. And while you're on the job why not get down to a bit of word processing. The pen is mightier than the sword but the computer keyboard is... (oh shut up and get on with it...) New kid on the block and McDonalds Happy Meal fancier Tom Guise checks out the story.

Developed by Glenco Software in Cleveland, the SCADs system is, as the name suggests, a piece of software aimed at allowing home computer users to develop their own arcade quality games. Basically it's a revised, revamped, rehash of the old Sprites Alive development system which graced the Amstrad CPC 6128, although it has to be said that this package is far superior to the aforementioned, not totally undue to the fact that the SAM is not only a faster machine with a far better capabilities but it also has much greater memory capacity and floppy disk access.

Using an extended form of SAM BASIC known as SCADs BASIC, this package aims to allow any person, even those with a limited or even non-existant knowledge of programming to produce at least some form of animated, interactive game in a short space of time. With the proper attention and mental investment, the creators hope that anyone can yield amazing results, even to the point of saleable arcade quality achievements, with the aid of this development system.

Thrown in with the package are a number of basic demonstration programs which give you a small taster of exactly what can be achieved. These demos range from basic graphical displays and simple sprite movement programs, to small maze platform games and space games. The listings of these programs also allow you to see exactly how these gaming tricks are performed and if need be, they can be 'lifted' for use within your own creation.

Another useful application of SCADs is it's simplification of the use of the SAM's sound chip. A simplification that doesn't actually limit the use of the chip in any way. In fact, if anything, it will allow you to get more, sonically, from your machine. Using the Game Supervisor facility you should be able to create an infinite amount of sprite automatic sounds such as explosions, bouncing noises and firing effects. Excellent dudes!

Most important of all though in any arcade style game, is the sprite. It's more than fortunate then, that SCADs allows you to create 255 different sprite images and up to 64 different animation sequences. A daunting prospect for most people to comprehend, but SCADs makes the whole pill easier to swallow by categorising the various sprites into performing set tasks. Thus there are



▲ The SCADs menu screen caught in action.



▲ Load up and you'll be greeted by these choices.



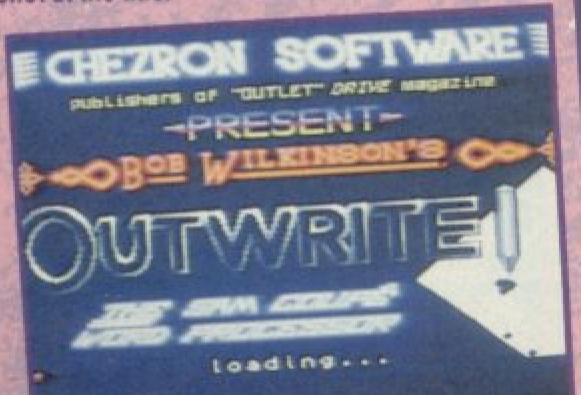


▲ I knew I shoulda' turned left at Albaqerque.

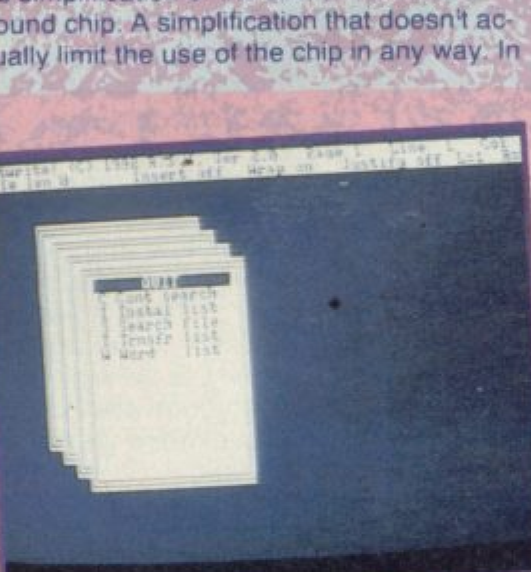
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OUTW

Billed as THE Sam Coupe Word Processor by its developers, Chezron Software, Outwrite is certainly a decent shot at the title.



▲ Don't give in to those loading blues, try staring at this static screen for a bit.



▲ Drop down menus galore! Merely tap the EDIT key to access these delicious options.

Perhaps the most attractive feature of the package is the sheer simplicity of the whole thing, it's just so easy to use. But don't go thinking that means it's just a basic package with limited capabilities, it isn't.

Mimicking the kind of software produced for business machines like the PC and MAC, it performs very well in this capacity with its easy to use window files and a veritable mountain load of options and facilities encompassing all the standard features to be expected of a good word cruncher, such as line and paragraph justification and even a 33,000+ word spell checker and font designer.

SCADS

SAM COUPE ARCADE DEVELOPMENT SYSTEM

MACHINE: SAM Coupe
SOFTWARE: SCADs (SAM Coupe Arcade Development System)
BY: Glenco Software
PRICE: £24.99
ADDRESS: 15 Ashford lane, Whitehouse Farm, Stocton, Cleveland, TS19 OQP

Scores

PRESENTATION	90%
USEABILITY	93%
OVERALL	93%

various, different sprites like door sprites or unpassable objects, platform sprites, permanent sprites, for example, blocks or items to pick up and even the accursed missile sprites. It may be hard to believe, but all these difficult programming tricks are made that much easier to perform by both SCADs BASIC and the thorough, reader friendly manual which explains it all down the most obvious things, in a concise and yet non-



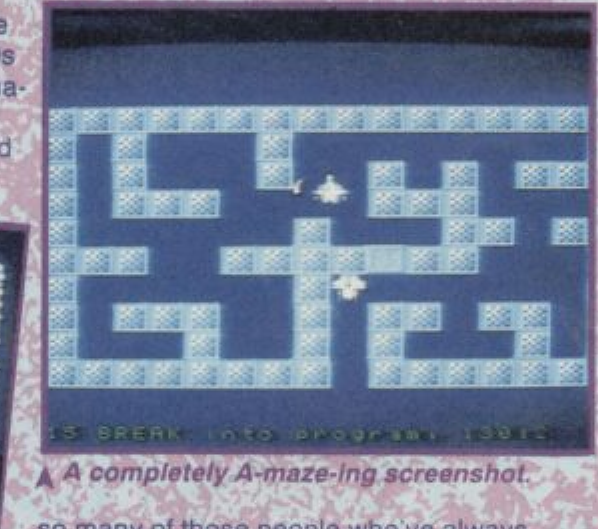
Stay, stay awhile, stay FOREVER!

patronising manner.

The manual is not just a dictionary of command definitions, but a step by step guide to making your own game. With perseverance and the aid of this manual, complicated sprite animation, to the extent of cartoon style jumping, complimented by attractive scenery can be generated.

The SAM is a very powerful and versatile machine capable of handling and creating, to a certain standard, arcade quality software. This package certainly allows the machine to produce some pretty stunning computer games and since it's good, old-fashioned playability that counts, who knows what results can be produced. What's more, in an age where most people are turning to 'ready to play' consoles, it's sad to see that home computer programming may end up dead and buried.

In the old days, many a good game was developed by people sitting in front of their computers at home and producing personally crafted gems. Hopefully, this will allow so many of those people who've always wanted to produce a game of their own, but thought those days were gone on 8-Bit, to actually make something of their ideas. It's also especially nice to see programmers realising the capabilities of the SAM and allowing these capabilities to fall into the hands of the non-technical user (me and Big Al' included). Unless you're a bit of a programming wiz you can end up just having Spectrum games for your machine without realising its potential as a versatile and different machine.



A completely A-maze-ing screenshot.



Aaargh, an alien! Aaargh, a ghost!

With this package, you'll no longer be able to whinge and whine about what your machine 'could' be capable of, you've been given a chance to produce the games you've always wanted to see and play. Go for it.

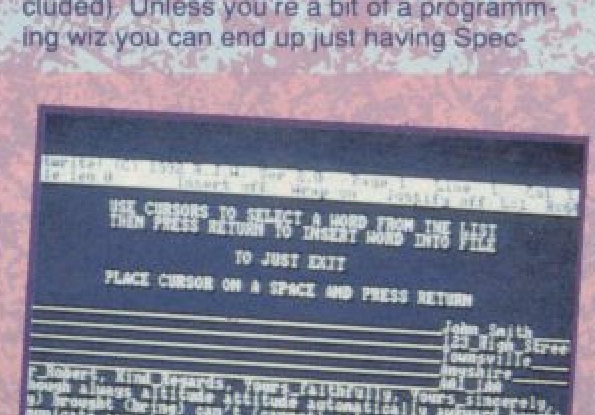
All in all, a thoroughly impressive package that even the most computer illiterate among us can use. If you've ever wanted to produce your own games but were never able to, this might just do the trick. Hell, even if you haven't, SCADs just might make you want to start!

OUTWRITE

MACHINE: SAM Coupe
SOFTWARE: Outwrite
BY: Chezron Software
PRICE: £19.99
ADDRESS: 605 Loughborough Road, Bristall, Leicester, LE4 4NJ

Scores

PRESENTATION	87%
USEABILITY	92%
OVERALL	91%



Dear Big Al, I damn well can read and write, see. Clive.

Almost instantly usable, anyone from an expert user of word processing software to a complete beginner will find Outwrite of considerable benefit and more so, a complete joy to use.

Interestingly, all of Outwrite's operating files are easily user updatable making it a system that won't become inept in a hurry. The whole package has been well designed and is an extremely polished product. If you're looking for a decent word processor for your SAM, you really can't go far wrong with this. It's definitely one of the best WP's I've run my words through in a long time.

WRESTLEBOARD



Get a load of this wrestle fans! At last there's a board game especially for you. There are nine Super Stars Of Wrestling to choose from as you race around the board challenging your favourite opponents to take you on in the ring! All the match results are decided by a roll of the dice but if you're lucky enough you can collect the special wrestling hold cards that can give you the edge! Great fun especially as their aren't many games around that cater for so many players.

Price: £10.99

CHE
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&%$*&*$!!

If you've ever eavesdropped on your parents when they've had a party or got some friends over you'll know that underneath the personalities they project to you they are in fact entirely different people. You're unlikely to even recognise them and you certainly will have never heard them speak the way they do to you. Taboo is just the sort of game to bring everyone down to an even level as the object of the game is for two teams to draw cards out of a pack and for the other member of the team to guess the word that's written down without using the five most popular descriptions.

Taboo draws upon all your Charades and Pictionary skills in one game and brings out all those words that your parents won't let you talk about! Worth getting just to see some of the red faces!

Price: £14.99

BATTLEHOUSE



Ever fancied turning your living room into a battle field but your parents have up until now refused to feed and clothe an army? Well now you can do it on your own without their financial help (except for the price of the game). Battle Master is the latest in MB's range of home fantasy games and as usual everything you need to recreate a perfect fantasy battle is inside the huge box. Over 100 miniatures and a playing battle field that's as big as a Twister mat as well as dice and special tactical cards are included so that you can recreate battle after battle with no two games ever looking the same. The miniatures are brilliantly crafted for extra realism and come in a variety of colours so there's no mix up as to who's who. As usual, if you don't like their paint jobs you can always create your own!



Price: £15.99

V - THE SERIES

VID

V first ran on TV in the late 80's and had extremely mixed reviews. However it's now reached almost 'Star Trek' cult status with it's televisual special effects and border line acting. The story-line goes something like this: Aliens (of the space variety) land on Earth, in Los Angeles, (I suppose Weston-Super-Mare is out of the question) setting the whole world buzzing with excitement and suspense at the first sightings of extra terrestrial life.

When the invaders emerge from their wonderful ship they look quite human (some are good looking too), but a terrible secret lurks under their skin... they're really a nation of lizard people. Their leader, Jon claims they've come to Earth to gather much needed minerals and resources for their own terra firma and will in return reward the human race with many cures for diseases and allergies which their advanced race have discovered.

However their true purpose is to collect and imprison humans upon whom they feed, and take them back home to planet lizard for Sunday lunch and Christmas dinner and the like. The real story



finally breaks when a local TV camera man films a lizard feeding on a human in it's true form and proceeds to set up 'The Resistance', whose aim is to fight the 'Visitors' with guerrilla tactics and send them back home.

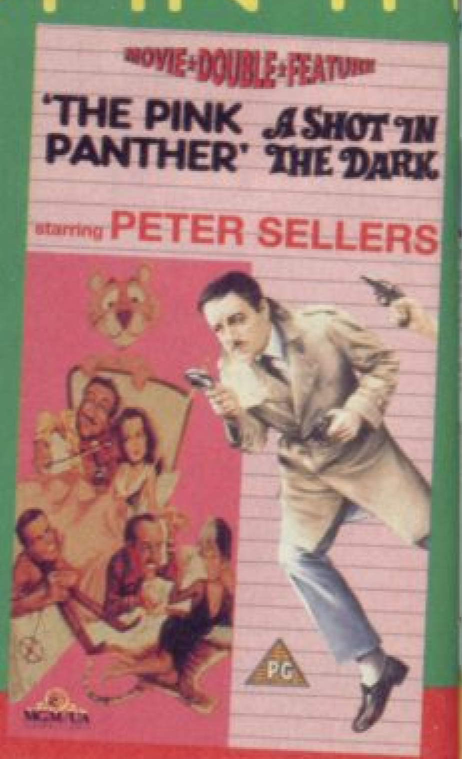
The series was very entertaining and quite popular for a while, however unless you've got SKY TV you're unlikely to ever see the series repeated again so for nostalgia's sake it might be worth getting a couple of episodes to sneak a look at. Each tape contains two episodes.

Price: £10.99



THE PINK PA
A SHOT IN TH

Warner Brothers are currently releasing loads of classic films on special long tapes and putting them out at very reasonable prices. If you've ever wanted to add some funny films to your collection you just can't go wrong with any of the brilliant Peter Sellers series. Sellers fashioned an incredible acting career for himself with the Inspector Clouseau films and probably would have (hopefully) gone on for ever playing the bungling detective if he hadn't tragically left us for that big white Citroen the sky. Still, he left behind more than his fair share of hilarious adventures and the two contained on this

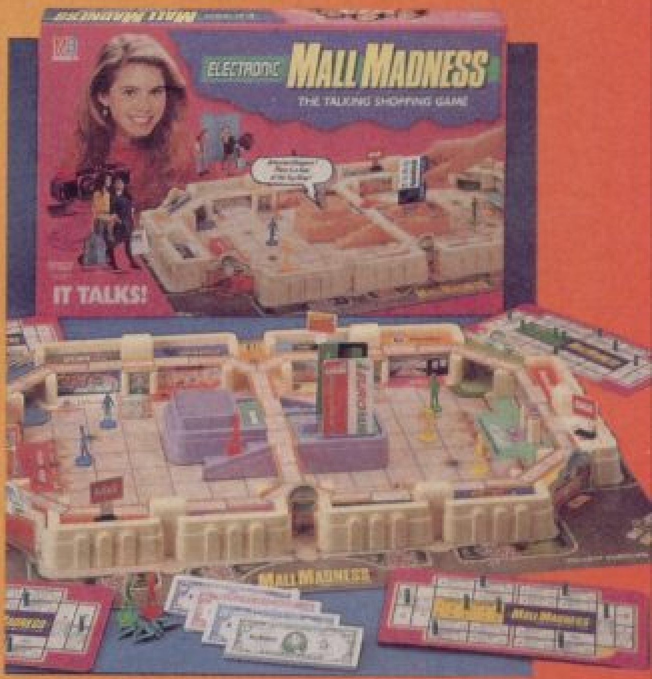


ECK
U . T

SHOPPING SADNESS

Now this is something you must have seen on TV. We don't often feature games that are specifically for girls, but Big Al' loves to shop as much as the next prom queen so we'll make an exception in this case! All the fun takes place on a molded plastic shopping mall (a big shopping center in America just in case you've never heard the expression). Each player takes a character and shoots around the board collecting all the items they need to complete their shopping list. They only have a limited amount of money so budgeting is essential. Hidden under some of the squares are electronic pads that when landed on send off all kinds of mall noises and special effects and each player must keep their eyes and ears open for the shops running the best sales and giving away the greatest bargains. Mall Madness is quite a lot of fun actually so boys - don't be put off, it's a great way of meeting chicks, especially if you let them win!

Price: £18.99



BRICKING IT!



Speaking of strange games they don't come much more so than Jenga. The task ahead is simple. Construct a massive tower of wooden bricks and then take it in turns to remove one slab from the top and place it at the bottom without bringing the whole construction tumbling down. It's not as easy as it sounds, but it's not as hard as it looks. Your ability to place the bricks back in a stable manner is more important than having a steady hand when you take them out. Excellent fun though.

Price: £11.99

LEGLESS!



Here's a curious game for youngsters. Mr Pop! has lost his natural good looks and features. Players must replace the pieces that make up his model looks by drawing from a pack of cards and replacing the various pieces that appear on them one at a time. Sounds easy eh! Well if you're too slow the timer will run out and the angry head will pop up throwing all your hard work across the room. Quite good fun for the young, but that popping up head can give you quite a fright!

Price: £12.99

EOS

NTHER
HE DARK

tape are easily his best.

The first film co-stars David Niven as a suave and elusive aristocratic jewel thief and features the by now famous fancy dress ball scene with Sellers disguised as a gorilla, while the second one puts Clouseau in the thick of the action as he tries to track down a murderer throughout France and ends up in a nudist colony! Absolutely brilliant fun. These are most definitely a pair of movie classics you'll never get tired of. Buy this tape now while there's still some left!

Price: £14.99

5

MAD MAX 2 / MAD MAX BEYOND THUNDERDOME

Furthering Warners recent 'two on one' policy Mel Gibson is given the full treatment with two of his well known vigilante futuristic road movies on one tape. Mad Max was the cheap-but-not-cheerful apocalyptic low budget film that started Me's career, allowing him to put in a fine brooding performance as a futuristic road cop, destined to spend his life in an emotional wilderness when his best friend, wife and child are brutally murdered by a biker gang.

In the second of the series, Mad Max 2, Mel's new found talents were rewarded with a decent script and a budget that probably made his head swim. This time the film delivers everything we saw in the first one but in double helpings with more nomadic motor cycle punks and road crashes than ever before. The film is packed with breath taking stunts and special effects and there's never a dull moment. Director George Miller did the first one proud with that rarest of film phenomenons - a sequel that's even better than the first installment.

However it's a pity the same can't be said for Max 3. Beyond The Thunderdome pulled out all the stops with the biggest budget and the biggest stars but even casting Tina Turner as the queen of a grotty, post apocalyptic dessert town couldn't lift this movie out of the depths of viewing squalor. Everything that made the previous two films successful seems to have been forgotten in this, the last Max Movie, which is a pity as it started out with a lot of promise.



After having his vehicle stolen Max heads for 'Barter Town', the only place left on the planet where he might be able to get it back again. Whilst there he gets roped into a dodgy deal to fight a mountain of a man in the Thunderdome in return for his stolen possessions and a bit on the side. Great! But then the whole film falls apart as Max spends the next 45 minutes wandering around the desert babysitting a bagload of abandoned brats.

Max 3 does have some stunning visuals and the odd good fight scene or funny moment, but as a whole it can be best summed up as a complete waste of celluloid. The money would have been better spent filming Mel Gibson cutting his toenails. You'd be best advised to save your money and buy Mad Max 2 when it comes out on wide screen format, then experience all those incredible stunts as they were meant to be seen in the cinema, without the annoying afterthought of Beyond The Thunderdome on your tape.

Price: £14.99

3

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FLIPPIN' HECK WHAT'S HE UP TO ?

(This month we've decided to give you a break and put our own caption on the picture)

GREAT 8

A veritable MOUNTAIN of super Christmas fun software MOUNTED on SU's cover !!

Street Fighter II Mega Preview ! Dizzy VII and Super Star Seymour collection Reviewed - Along with some more mindbogling software - and of course your regular features and creatures

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PLUS! FREE GIFTS FROM SILICA
(SEE PANEL ON LEFT)

HARDWARE:	
520ST-E Computer – 8MHz 16-Bit 68000 CPU, 512K RAM, Mouse, TV Modulator, Internal PSU, 1Mb Floppy Disk Drive	£299.99
SOFTWARE - ARCADE CLASSICS:	
Missile Command - Shoot Em Up	£9.99
Crystal Castles - Platform Capers	£9.99
Super Break Out - Wall Demolition	£9.99
Battle Zone - 3D Tank Battle	£9.99
SOFTWARE - PRODUCTIVITY:	
First Word - Word Processor	£59.99
Neochrome - Art Package	£29.99
ANI ST - Animation Package	£29.95
PLUS! FREE FROM SILICA:	
Silica Productivity Pack	£104.97
TenStar Games Pack	£219.78
Total Value:	£784.63
Less Pack Saving:	£525.63
SILICA PRICE:	£259.00

PLUS! 16 NIGHTS HOLIDAY ACCOMMODATION

£259

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520ST-E DISCOVERY XTRA



HARDWARE:	
520ST-E COMPUTER – 8MHz 16-Bit 68000 CPU, 512K RAM, Mouse, TV Modulator, Internal PSU, 1Mb Drive	£299.99
SOFTWARE - *ENTERTAINMENT:*	
ESCAPE FROM ROBOT MONSTERS – Fight to destroy the robot army	£19.99
FINAL FLIGHT – Fast action beat-em-up game	£25.99
NINE LIVES – Save Claudette from the mad scientist	£24.99
SIM CITY – Take control of your own city	£29.95
SOFTWARE - *PRODUCTIVITY:*	
CONTROL ACCESSORIES	FREE
V52 EMULATOR PROCESSOR	FREE
ST TOUR GEM tutorial for the ST	£4.99
FIRST BASIC Basic programming language	£49.99
NEOCHROME Powerful drawing package	£49.99
PLUS! FREE FROM SILICA:	
Silica Productivity Pack	£104.97
TenStar Games Pack	£219.78
Total Value:	£830.63
Less Pack Saving:	£551.63
SILICA PRICE:	£279.00

PLUS! 16 NIGHTS HOLIDAY ACCOMM

NORMAL RRP ~~£299.99~~ **£279**
Ref: STC 6252

1040ST-E FAMILY CURRICULUM



HARDWARE:	
1040ST-E COMPUTER – 8MHz 16-Bit 68000 CPU, 1Mb RAM, Mouse, T V Modulator, Internal PSU, 1Mb Disk Drive	£399.99
SOFTWARE MODULES:	
PLAY AND LEARN – Prof Plays a New Game with Words and Sentences	£76.59
JUNIOR SCHOOL LEAVER – Answer Back/General Knowledge Quiz, Spelling and Primary Maths	£58.54
GCSE – Micro Maths, French, and Geography Quiz	£55.54
BUSINESS – ST Word, ST Base & ST Calc	£159.85
CREATIVE – Hyper Paint II, Music Maker and First Basic	£134.97
PLUS! FREE FROM SILICA:	
Silica Productivity Pack	£104.97
TenStar Games Pack	£219.78
Total Value:	£1210.23
Less Pack Saving:	£861.23
SILICA PRICE:	£349.00

PLUS! 16 NIGHTS HOLIDAY ACCOMM

NORMAL RRP ~~£399.99~~ **£349**
Ref: STC 1250

1040ST-E MUSIC MASTER



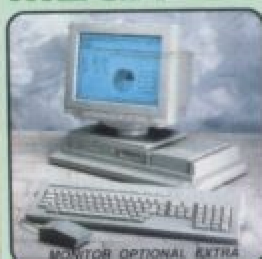
The Music Master Pack features one of the most popular computers used by musicians combined with the renowned MIDI package PRO 24 III to provide a perfect environment for novice and professional alike. The acclaimed MIDI Recording and Editing System from Steinberg, PRO 24 III is used by many top musicians including Dire Straits and PWL. Using any MIDI keyboard, PRO 24 offers the ability to write and compose music to a very high standard. You can record up to 24 tracks simultaneously, and then apply real time editing to remove mistakes.

HARDWARE:	
1040ST-E COMPUTER – 8MHz 16-Bit 68000 CPU, 1Mb RAM, Mouse, TV Modulator, Internal PSU, 1Mb Disk Drive	£399.99
SOFTWARE:	
PRO 24 III	£150.00
PLUS! FREE FROM SILICA:	
Silica Productivity Pack	£104.97
TenStar Games Pack	£219.78
Total Value:	£874.74
Less Pack Saving:	£525.74
SILICA PRICE:	£349.00

PLUS! 16 NIGHTS HOLIDAY ACCOMM

NORMAL RRP ~~£399.99~~ **£349**
Ref: STC 1261

MEGA ST



- 16MHz 16-Bit 68000 Processor
- 3½" 1.44Mb Double Sided Disk Drive
- 1/2/4Mb RAM Versions
- 47Mb Hard Drive Versions Available
- 4096 Colour Palette
- Stereo 8-Bit PCM Sound Output
- *FREE* Silica Productivity Pack
- *FREE* Tenstar Games Pack
- *FREE* 16 Nights Holiday Accom.

	1Mb RAM	2Mb RAM	4Mb RAM
0Mb HD	£586 STC 8421	–	–
47Mb HD	–	£985 STC 8522	£1097 STC 8544

ATARI TT



- 32MHz 32-Bit 68030 Processor
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- Hard Drive Expansion Options
- *FREE* 16 Nights Holiday Accom.

2Mb RAM	4Mb RAM	8Mb RAM
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Before you decide when to buy your new Atari STcomputer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your ST, when you may require additional peripherals and software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

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Which computer(s), if any, do you own? 79C

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PLAY THE BREATHTAKING 8TH AT PEBBLE BEACH AND DISCOVER WHY THE SECOND SHOT OF THIS PAR 4 IS JACK'S "FAVOURITE SHOT IN ALL GOLF" IN PROBABLY THE MOST REALISTIC AND VISUALLY STUNNING GOLF GAME EVER MADE.
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